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FEBRUARY  
**No. 48**  
1999

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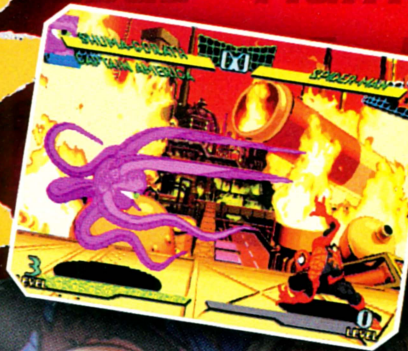








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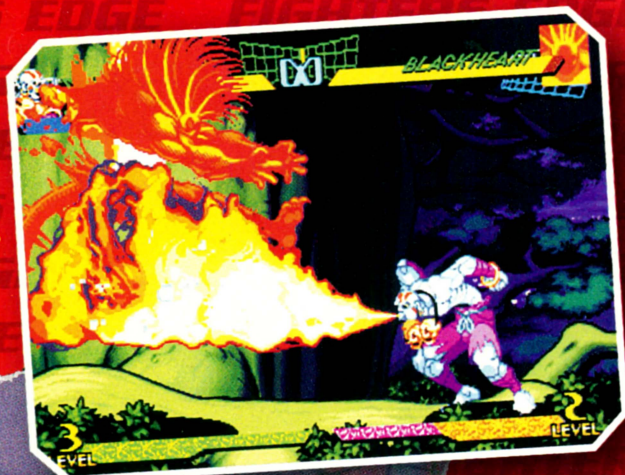
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**W**elcome to another fun-filled, action-packed issue of *TIPS & TRICKS*, the number-one video game tips magazine. How do we know we're number one? Why, just look at all of the goodies we've got lined up for you this month!






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## TIPS & TRICKS™



**FEBRUARY 1999**

### ON THE COVER:

Your retro-gaming dreams come true in glorious 3-D as four-player cooperative play returns to the arcades in a big way! *Gauntlet Legends* ©1998 Atari Games Corporation. All rights reserved.

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### QUOTE OF THE MONTH:

On the dance floor, nobody knows me until I say, "Hi, I'm Kelly."

—Kelly, Bust-A-Groove



Select Games

60



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97



Japan Report!

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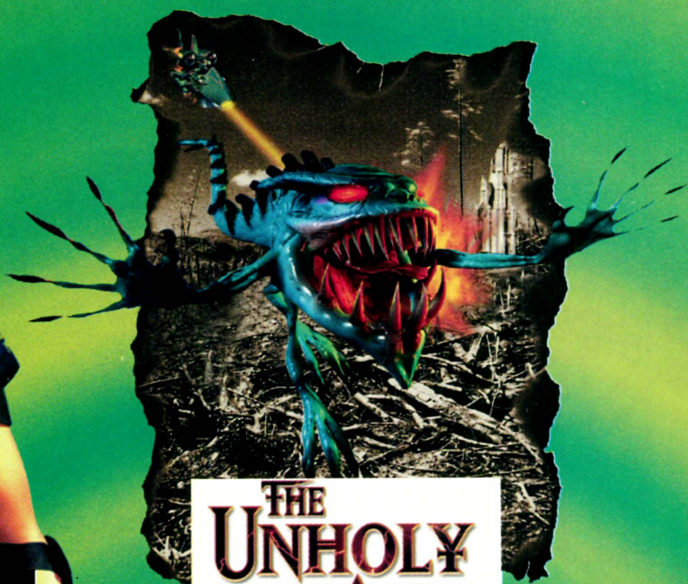
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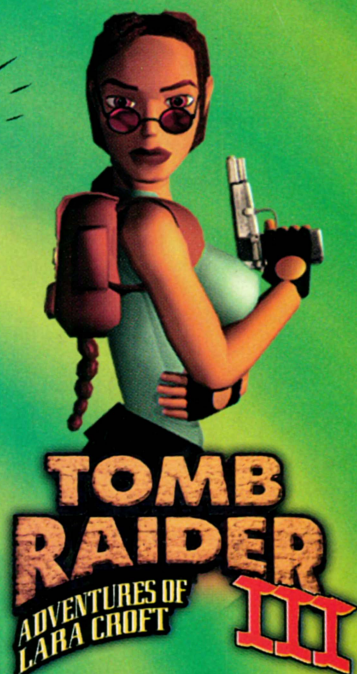




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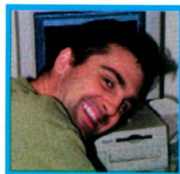
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**TIPS & TRICKS'** Editor in Chief **Chris Bieniek** likes the simple things in life: ramen, the Three Stooges, beef jerky and falling asleep in front of the TV. The first concert he ever saw was a five-band festival in old Comiskey Park featuring Rush, Foghat, Southside Johnny, Roadmaster and the Tubes.

**Current Favorite Games:** Bust-A-Groove, Irritating Stick, Blitz 99, CarnEvil



"You think you've private lives?" asks **Jim Loftus**; "Think nothing of the kind." There is no true escape; Jim's watching all the time. He's made of metal...his circuits gleam. Jim is perpetual; he keeps the country clean. The first concert he will admit to seeing was a Kiss show at the Cleveland Coliseum.

**Current Favorite Games:** Guardian's Crusade, The Legend of Zelda: The Ocarina of Time, Densha De GO!, Street Fighter Alpha 3



Señor Editor **Tyrone Rodriguez** had been playing *CarnEvil* while waiting for *The House of the Dead 2* to arrive in California, but was forced to stop because his high-speed fire/reload technique was causing on-lookers to go into convulsions from the flashing screen. His first live concert was a Cause & Effect show at the Hollywood Palladium.

**Current Favorite Games:** The House of the Dead 2, Knight and Baby, Ridge Racer Type 4, Super Godzilla



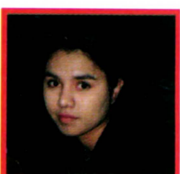
Associate Editor **Anatole Brown** is ordinarily the happiest, friendliest member of the **TIPS & TRICKS** editorial staff...but when the pressures of our monthly deadlines get to him, he curses and throws things around the office just like Tyrone on a typical day. The first concert he ever attended was a Rainbow show at the Tokyo Budokan.

**Current Favorite Games:** Ridge Racer Type 4, Silent Hill, A Bug's Life, Street Sk8er



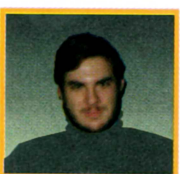
Associate Editor **Jason Wilson** has spent the past few months teaching his Furby to pronounce the names of all his old XBand opponents. When he's hungry, he stands in the middle of the office and rubs his stomach to let everyone else know it's time to eat. Jason's first concert was a Poison show at the Miami Arena; Tesla was the opening act.

**Current Favorite Games:** Street Fighter Alpha 3, Beatmania, R-Type Delta, Irritating Stick



**TIPS & TRICKS** Art Director **Ione Flores** has a window office that overlooks one of the busiest intersections in Beverly Hills. Unfortunately, the brutally bright afternoon sunlight makes it difficult for her to watch out for jaywalkers and fender-benders. The first live band she ever saw was Depeche Mode at the Rose Bowl in Pasadena.

**Current Favorite Games:** NFL Blitz, Crash Bandicoot: Warped, Hot Shots Golf, Bust-A-Groove



**Ara Shirinian** is a student of the more esoteric aspects of video-game design; that said, it's surprising to learn that he never uses the analog buttons on his NegCon controller. Not a particularly nostalgic person, he thinks that his first concert was a They Might Be Giants show at "some university down in D.C."

**Current Favorite Games:** Ridge Racer Type 4, The Legend of Zelda: The Ocarina of Time, R-Type Delta, Grid Runner



With a purple umbrella and a fifty-cent hat, contributor **Pat Reynolds** has all he needs to face off against the deep thinkers who continue to argue about whether the new millennium begins in the year 2000 or the year 2001. His first-ever concert experience was a Weird Al Yankovic show at the Eastbrook in Grand Rapids, Michigan.

**Current Favorite Games:** Saturn Bomberman, Turok 2: Seeds of Evil, The Legend of Zelda: The Ocarina of Time, Mega Man X4



While working on this issue's *Penny Racers* strategy guide, **Geoff Arnold** found the time to serve a four-month tour of duty in the Middle East as a member of the United States Air Force. We were not able to contact him to find out about first concert he ever saw, but we do know that his dad's in a band called Ghost Train out of Arizona.

**Current Favorite Games:** Street Fighter III: 2nd Impact, Street Fighter Alpha 3, The Legend of Zelda: The Ocarina of Time

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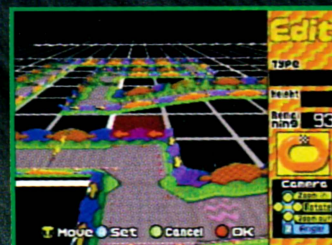
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**Got an interesting question or funny photo for the T&T staff? Send your tips, tricks and queries to:**

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**We can't respond to individual letters, mainly because it takes way too long to read all of yours.**

## THE SURVEY SAYS...

We are doing a survey to find out what the 6th grade's favorite gaming magazine is. We are sending you the results of the survey so you can see which is the most popular magazine. Our recommendation to your company is that you make some commercials to tell people about your magazine. We suggest you pick a character from a game and have him or her give out your address and tell people to subscribe. We hope that this information will help you and your company improve your sales.

—Justin Hinojoza  
Victor Wang  
Tomas Ortega  
Cesar Chavez Middle School  
Union City, CA

Wow! [This letter included a package of graphs and pie charts with detailed breakdowns of how the Cesar Chavez 6th grade class feels about the various video game magazines.] We are very grateful for the information; we're flattered that *TIPS & TRICKS* is so popular in Union City! Thanks very much for all of your hard work. We decided to publish some of the results of your survey so the whole world could see how your schoolmates responded:

• In the category of "Favorite Gaming Magazine", 30.5% of the survey participants chose "none"...but the remainder of students picked the following:

Nintendo Power—25.4%  
GamePro—23.4%  
*TIPS & TRICKS*—15.2%  
Game Informer—3.0%  
EGM—1.5%  
Game Fan—0.5%  
EGM2—0.5%

• Of the students who picked *TIPS & TRICKS* as their favorite gaming magazine, 86.7% were boys and 13.3% were girls.

• If we're reading these charts correctly, the only gaming magazines that girls read at all are Nintendo Power, *TIPS & TRICKS* and GamePro! What's up with that?

We like your idea about making commercials to tell people about *TIPS & TRICKS*; if we could pick any video-game character to represent us, we think it would be cool to use Mr. Tip from Hasbro's *Glover!* However, not even Mr. Tip can do what you three kids have done; namely, you've reminded us how cool it is that there are real people out there who really enjoy reading *TIPS & TRICKS* magazine. Thanks for making our day!

## TURNING THE TABLES

I just picked up your January issue, and I must say that I was impressed with the cover. But there's one thing I don't understand: Why is Lara Croft scratching on a turntable? I've played through most of *Tomb Raider III* and I'm pretty sure she doesn't do this at any point during the game. Is there some kind of top-secret M.C. Lara DJ code that you're not telling us about?

—Jared Carlisle  
Carrollton, TX

No way, Jared! We just thought it was a cool picture that also fit in with our Bust-A-Groove coverage; there's no hidden meaning. We're very proud of that issue, though. We just might be the first magazine to put Lara Croft on the cover without showing off her body or having her shooting guns. How's that for "politically correct?"

## NO HEDGEHOGS ALLOWED

I'm a big fan of Sonic the Hedgehog with an interesting question for the *TIPS & TRICKS* staff. Sega is really well known for its arcade games, right? Why don't they make a Sonic the Hedgehog game for the arcade? Me and my friends are getting tired of fighting games; we think a Sonic arcade game would be awesome! What do you think?

—Steven Wichter  
Hot Springs, AR

Believe it or not, Sonic has been the star of several different arcade games in Japan. Unfortunately, they are all very difficult to find in North America, since they were never officially re-



leased here. The first was simply titled *SegaSonic the Hedgehog*; it was a unique three-player action game with an isometric perspective similar to that of *Sonic 3-D Blast*. It was also very unique because you moved Sonic and his pals Ray and Mighty (a squirrel and armadillo, respectively) with trackball controllers instead of joysticks. More recently, *Sonic the Fighters* featured polygonal versions of Sonic, Tails, Knuckles, Dr. Robotnik and others in a one-on-one fighting game with wacky special attacks and a super-crazy musical score.

There may be other Sonic coin-ops that we don't know about. Check out the photo above; it shows a Sonic arcade game in the shape of a funny police car! Little kids can sit in the car and play a cool car-chase game in which Policeman Sonic has to track down Dr. Robotnik and bring him to justice. This is one of our personal favorites; if you ever get a chance to see it, you've gotta check it out.

## TOKEN OF THE MONTH



Front



Back

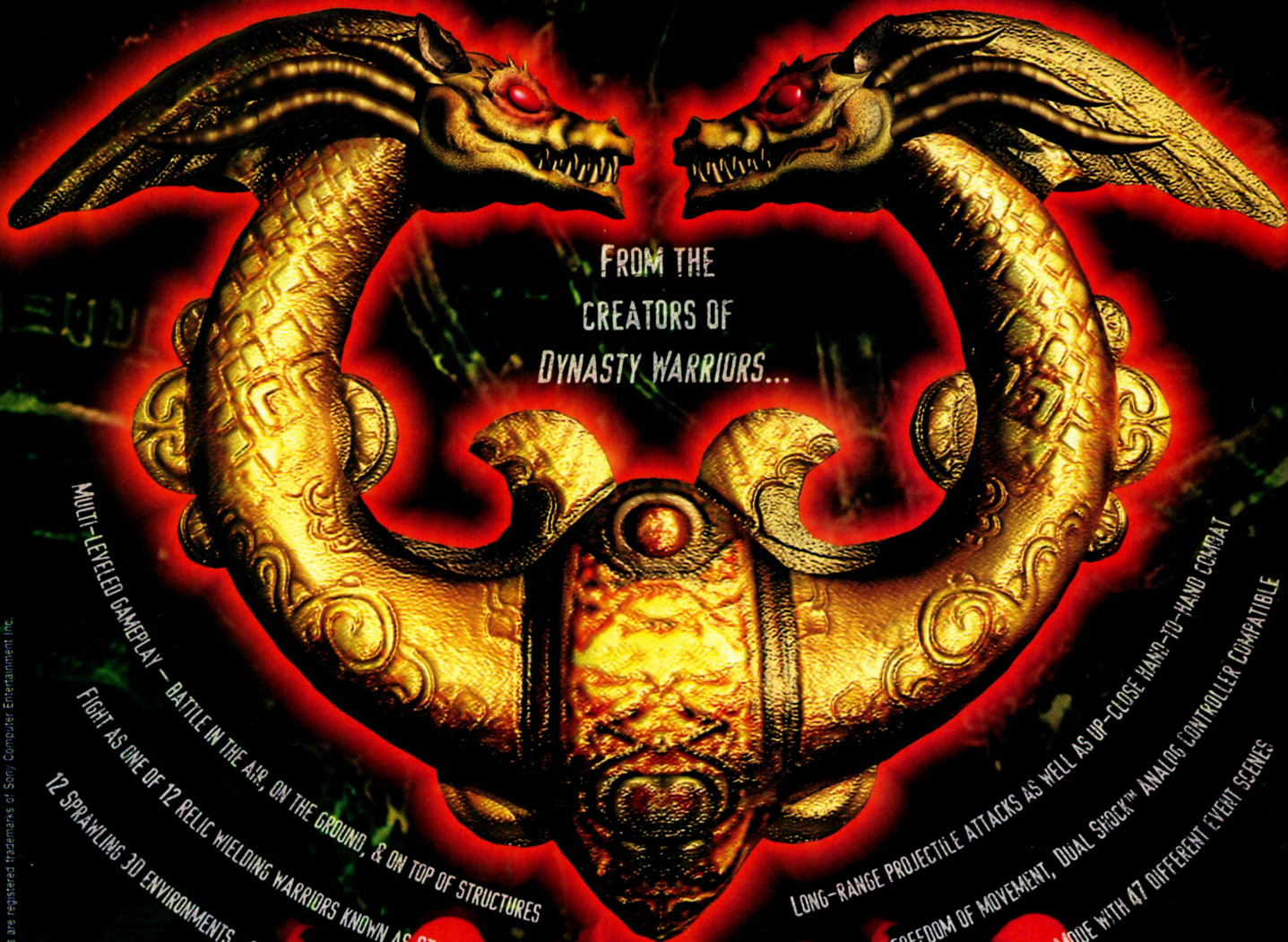
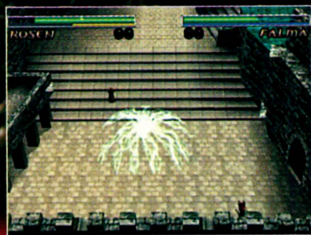
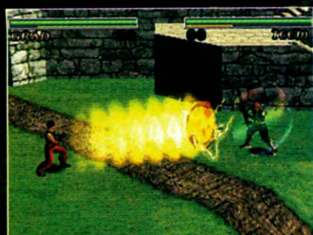
This month's token comes from Sports-world Amusement Park in Paramus, NJ; it was sent in by Ernie Martinez, Jr, who lives hundreds of miles away in San Juan, TX. Thanks, Ernie!

Arcade Players & Operators: Send us a token from your favorite arcade! If we choose it as our "Token of the Month," we'll print your name and use your token as the "Arcade" icon in the magazine for one issue. Tape the token to a piece of cardboard (so it doesn't come loose in the envelope) and send it to:

Token of the Month  
*TIPS & TRICKS* Magazine  
8484 Wilshire Blvd., Suite 900  
Beverly Hills, CA 90211



LONG AGO, A SMALL COUNTRY WAS BESTOWED MYSTICAL OBJECTS POSSESSING MYSTICAL POWERS. BUT THESE OBJECTS, RELICS, WERE MUCH TOO POWERFUL. EVENTUALLY, THE EMPIRE DESTROYED ITSELF, SEALING ITS SECRET FOR ETERNITY. 1000 YEARS LATER, ONE MAN HAS UNLEASHED THE POWER AND ONCE AGAIN, THE CONTINENT FACES TOTAL DESTRUCTION. PIT RELIC AGAINST RELIC AS 12 INDIVIDUALS FIGHT FOR PEACE, POWER, GREED AND PROSPERITY. OBJECTS OF POWER FAIL, BUT THE SCARS REMAIN...



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## DUKE VS. DOOM: THE REMATCH

I would like to say that I really enjoy reading your magazine. I have two issues to discuss. First, a comment on your response to a letter by Nat Ward in your December 1998 issue. You said that Duke Nukem would win in a fight against the marine from *Doom*. I do agree with you wholeheartedly, but you were wrong when you said that the marine "doesn't even have a name." His name is Corporal Flynn Taggart of Fox Company, 15th Light Drop Infantry Regiment, United States Marine Corps, 888-23-9912, known as Fly to his friends. This information can be found in the great series of *Doom* novels by Pocket Books. There are four books in the series: *Knee-Deep in the Dead*, *Hell on Earth*, *The Infernal Sky* and *End Game*. If you like *Doom*, check them out; they go for about \$5.99 each.

OK, enough of the small talk. On to the issue at hand: The nefarious workings of the Nintendo conglomerate. The Nintendo 64 was made with a memory card function and a rumble function, yet I just recently found problems with Nintendo's workings. First, some third-party companies now sell a combination Rumble Pak/memory card. Yet, you cannot use these functions on all games. *Duke Nukem 64*, for instance, is Rumble Pak compatible and memory card compatible...but if you play with the rumble on, you can't save unless you turn off the machine and restart your game! (Kind of pointless, isn't it?) If Nintendo allowed third-parties to make this product, it

should have foreseen this problem and corrected it for the sake of the gaming public.

Also: *The Legend of Zelda: The Ocarina of Time*, I do admit, is a good game. But it does not work with a memory card. Why? It saves on the jumper pack in the console itself. There's only one slight problem with this. In order to play games like *Turok 2* and *Star Wars: Rogue Squadron* to their utmost potential, you need to buy the N64 Expansion Pak...which will probably be absolutely necessary to play future games. Well, if you have something saved to your old jumper pack—like *Zelda*—and you buy the Expansion Pak, you lose all information on the old pack since you can't transfer like with a PlayStation or Saturn. If Nintendo was smart, it would have either adapted the memory card idea or put something on the box to tell the gamer about this problem it has so grievously overlooked.

Thanks for letting me ramble.

—James Iagulli  
Newport News, VA

*Thanks for your thoughtful letter, James. Fortunately, you're slightly mistaken about the way The Legend of Zelda: The Ocarina of Time saves your progress. The information is not stored in the jumper pak of the Nintendo 64; it actually saves your status on the Zelda game cartridge itself. So don't worry about upgrading to that Expansion Pak; your saved games will still be there when you turn Zelda back on.*

Also: Did you look closely at the packaging for the combination Rumble

Pak/memory card you described? We don't believe that Nintendo has ever approved a combination like this. Many third-party peripherals for the Nintendo 64 are produced *WITHOUT* Nintendo's knowledge or approval—so don't blame Nintendo unless you see that official Nintendo Seal of Approval on the package. Fortunately, most of the newer Nintendo 64 titles are a lot more careful about how they handle the memory card vs. Rumble Pak situation.

Thanks for the info about *Doom*'s main character; now if he ever does face off against Duke Nukem, at least we'll know where to send the remains!



## BUST-A-PLAYSTATION

I have a great tip for *Bust-A-Groove* on the PlayStation that I want to share with everyone who has this awesome game. When you're playing against the computer and the music starts to play at the beginning of a stage, just hit the **Open** button on your PlayStation and the music will stop! Instead of listening to the beat and trying to match it that way, all you have to do is watch the flashing indicator. I've found this helps in stages where the music has complex timing or weird off-beat patterns, like Pinky's theme. The other cool thing about this trick is that the sound effects will still be heard, so it's much easier to tell when the computer character is about to attack you. I hope you find this tip to be useful!

—Nathaniel "Heat" Murfree  
Garden Grove, CA

*That's a crazy tip, Nat...but couldn't you accomplish the same thing by going into the Option menu and turning down the music volume?*

## MICROSCOPIC

Y'all have a great magazine, but there is one thing I want to complain about. Some of the words in there are just too dang small! If I want to read some of those codes in the back, I have to put my glasses on because I can't always tell the circles from the squares, you know what I mean? Maybe it's because I've been sitting too close to the TV screen, but I still think y'all should do something about that. Thanks!

—Erich Carino  
Houston, TX

*Sorry 'bout that, Erich! We try to keep everything legible, but there are times when we just have so many codes that we try as hard as we can to cram 'em all into the pages we have available instead of saving some of them for the following month. You know, everybody gets all bent out of shape if we don't print every single code we've ever discovered in any given issue, but if we did, there wouldn't be any room for the strategy guides—or even this letters page, for cryin' out loud. We tried this when we published that "Codebook" last year, but then look what happened...everybody in the world started printing their own rip-off versions of that book. It was really insulting: half of them had, like, Lara Croft on the cover, with the word "CODEBOOK" in big letters. Gee, what an original idea! Don't you people have any other idea for a book that just doesn't suck. Well, maybe movie books are one idea. "The Legend of Zelda: The Ocarina of Time" that may be a pretty cool book in the U.S. but I can't picture it being a hit in the rest of the world. And the same goes for other things. So, we're sorry about the tiny text, but we're not going to change it. We're sorry about the tiny text, but we're not going to change it.*

## T&T Sticker Gallery



Send us your Game Boy Printer, Neo Print, Print Club or Sticker Club stickers! Stick 'em on a letter, postcard or envelope, send 'em to Tips & Tricks, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211 and we'll try to print 'em right here!





# GAUNTLET LEGENDS

Over a decade has passed since *Gauntlet* and *Gauntlet II* swarmed arcades with their skillful balance of role-playing atmosphere and endlessly entertaining overhead combat. I personally spend thousands of hours in the Pirates arcade in Miami, Florida during 1985 playing the original *Gauntlet*; in '86, its mighty sequel often kept me playing until it was too late for the public transportation system to take me home. I may be an old-school gaming freak, but I consider the games in the *Gauntlet* series to be masterpieces. It's hard to beat four-player simultaneous arcade play. Atari has waited many years for the right opportunity to bring out another addicting sequel; now that the one-on-one fighting genre is finally starting to loosen its grip on the arcades, it's the perfect time for *Gauntlet Legends* to shine!

*Gauntlet Legends* does not mess with the gameplay of its predecessors...much. A Turbo button has been added to the control scheme; it enables your character to speed up or to perform a "Turbo Attack" when combined with the Attack button. Returning for combat are the Wizard, Valkyrie and Warrior; the green Elf has been replaced with a more politically correct female Archer. The game is divided into four separate worlds, with a fifth world that is revealed after you locate all 12 Rune Stones. Best of all, the game gives you the ability to save your character's experience and skill ratings by entering three initials and a PIN number. Because of the fact that your levels increase each time you play, your character will become stronger and you'll be able to survive longer each time you drop your quarters or tokens into the machine. In other words, the more times you play the game, the more you get for your money each time. You are also given the option to collect gold and treasure to buy power-ups in the "shop" after completing a subsection of a level.

BY JASON WILSON

## RUNE STONES AND RUNE METER

There are three Rune Stones in each of the four realms. Each time you find one of these precious relics, a small icon will appear above your health meter to denote that you have found that particular Rune Stone. These icons are color-coded to match the path you chose; therefore you will be able to tell at a glance which Rune Stones you have found and where you found each of them. In order to find all 12 Rune Stones, you will need time, patience, to-



kens and this strategy guide! In the event that you do not locate all three Rune Stones in a particular journey, then you return to that specific journey at a later time, the Rune Meter will appear in the corner of the screen to help you when you re-enter a stage with a Rune Stone that you have not yet discovered. When the Rune Meter runs "Hot," you'll know a Rune Stone is nearby!



The demon stones, fearing the power of the Rune Stones.

## LEVEL STATUS

Your status levels are important for many reasons. For starters, each time your level increases, your character's permanent assessment ratings for armor, speed, magic and strength go up by 5 points. When your level increases to 10, you will undergo a name change and transform into a slightly altered physical appearance. This happens again when you reach levels 25, 50 and 75; all characters' levels max out at level 99. CHOOSE YOUR CHARACTER WISELY! The character you choose has specific attributes exclusive only to that character, and these advantages remain consistent as your level increases. For example, a level 99 Wizard has a higher strength rating than a level 50 Wizard, but he's still not as strong as a level 99 Warrior. Also, if you enter your initials and build up a certain character, then play with a different character under those same initials, the new character will start at level 1. The good news is that you can save one of each character type under the same set of initials, so you can build up eight different characters to whatever level you like. Remember, it takes a lot of time and money to build up a character to level 99—so if you expect to go that high, be sure to consult the following character information for a better understanding of the characters and their abilities before you choose one as your own.

## SECRET CODE!

There are eggs scattered throughout the game which can change your character into Pojo the chicken from *MACE: The Dark Age* for a short period of time. To play as Pojo permanently, enter "EGG" as your initials and "911" as your numeric password.



## HIDDEN ITEMS

Like the announcer explains, "Some barrels contain items." The items that you can purchase in the power-up shop can also be found within various barrels and treasure chests. You can also find the following bonus items this way; like most power-ups, these last for a limited time only.

- Limited Invulnerability..** Leaves you invulnerable to enemies' attacks.
- Limited Invisibility.....** Shots will not affect you and enemies cannot locate you, but you can still take damage.
- Five Way Shot.....** Enables you to fire in five directions.
- Super Shot.....** One large blast destroys multiple enemies.
- Fire Amulet.....** Your projectiles will cause enemies to burst into flame and disintegrate!
- Acid Amulet.....** This green amulet gives your projectiles the ability to burn directly through any enemy that crosses your path.
- X-Ray Glasses.....** Allows you to see the items inside barrels and treasure chests without opening them. This is helpful if you are low on keys and are not sure which specific treasure chests you wish to open.
- Fire Breath.....** A long stream of fire belches forth from your character's mouth, obliterating every thing in his or her path.
- Limited Levitation.....** Allows you to walk harmlessly over spikes and holes with steam for a limited amount of time.
- Extended Time.....** Completely freezes every character on screen for a short while.





## ATTACK METHODS

The new **Turbo** button adds considerable depth to the gameplay of *Gauntlet Legends*. Using this button along with the **Attack** button will create unusual effects depending on two things: your level status and the amount of turbo meter you have in reserve. Holding the **Turbo** button down will allow your character to move much faster, but this depletes your Turbo meter, just like *NBA JAM*. However, your maximum offensive capabilities lie within the Turbo meter. If you're controlling a character that's already speedy (like the Archer) or if your fellow players are preventing you from zipping through the terrain at high speeds anyway, your best bet is to conserve your turbo meter until it is maxed out, then press **Attack + Turbo** simultaneously for a powerful blast that will destroy most of the on-screen enemies and generators. You can control the range of this attack by pointing the joystick in the direction you wish to aim. There are three levels of turbo meter power; they are distinguished by color changes in the meter itself.

<b>Green</b> (Level 1)	Frontal Attack
<b>Yellow</b> (Level 2)	Powerful Radius Attack
<b>Red</b> (Level 3)	Magic Attack

**Remember:** The higher your status level, the greater the range and power of your character's Level 3 Magic Attack.

## WIZARD/ JACKAL

Hailing from the sun-scorched plains of the Desert realm, the Wizard harnesses the mystic elements to repel the forces of evil. His command of the arcane arts, combined with his mighty staff, allows him to strike a blow as deadly as the most powerful weapon. The Wizard makes the most of magic, but has the weakest armor of any character. Once you have a Wizard who has achieved level 10 status or higher, you can play as the secret Jackal character. When choosing your character, highlight the Wizard and hold the **Turbo** button to reveal the Jackal.



### Wizard/Jackal Starting Stats

Strength—200  
Speed—400  
Armor—100  
Magic—600

### Wizard/Jackal Level Progression

Level 10—Mage  
Level 25—Conjuror  
Level 50—Sorcerer  
Level 75—Archmage  
Level 99—Legend

## VALKYRIE/ FALCONESS

The deadly Valkyrie wields her blade with surgical precision. She is strikingly beautiful, but such trifles only get in the way of her all-consuming passion to rid the land of evil. The Valkyrie is the toughest of the four heroes; a well-balanced character overall. Once you have a Valkyrie who has achieved level 10 status or higher, you can play as the secret Falconess character. When choosing your character, simply highlight the Valkyrie and hold the **Turbo** button to reveal the Falconess.



### Valkyrie/Falconess Starting Stats

Strength—300  
Speed—400  
Armor—500  
Magic—250

### Valkyrie/Falconess Level Progression

Level 10—Guardian  
Level 25—Defender  
Level 50—Champion  
Level 75—Captain  
Level 99—Legend

## SECRET TREASURE ROOMS!

There are four secret treasure rooms in *Gauntlet Legends*—one in each journey—and none of the four are located in areas where Rune Stones are hidden. You have a limited amount of time to gather up the gold coins that are located throughout these bonus areas. Read through the strategy guide to find their exact locations!



## POWER-UPS

Here is a list of items and their uses. Choose your weapons and power-ups wisely while being thrifty with your gold.

### • Key

**Cost: 250**

Allows you to open treasure chests, locked gates and certain restricting pathways. Most treasure chests only contain 100 gold. Therefore, you should learn how to use the keys efficiently without wasting them.

### • Potion

**Cost: 350**

There are three different colored potions that you can find along your quest that only slightly affect the range that your magic consumes when you are surrounded by a group of enemies. Your maximum magic range is dependent upon your character's magic rating.

### • Reflect Shot

**Cost: 450**

Players' shots bounce off walls and can hit enemies on the rebound for a short period of time.

### • Growth

**Cost: 600**

Players can experience limited growth (your character becomes huge) for a short period of time.

### Strength

**Cost: 800**

Permanently boosts your character's strength skill rating by five points.

### • Speed

**Cost: 800**

Permanently boosts your character's speed skill rating by five points.

### • Armor

**Cost: 800**

Permanently boosts your character's armor (defensive) skill rating by five points.

### • Magic

**Cost: 800**

Permanently boosts your character's magic rating by five points. The three different types of magic are green, red and yellow. Each one has a different effect on the enemies, but all of them do the exact same amount of damage.

### • Reflect Shield

**Cost: 1,000**

Enemy shots bounce off your character's shield for a brief period of time. The game's enemies ordinarily cannot hurt each other, but they can be vulnerable to their own projectiles after they ricochet off the Reflect Shield.

### • Rapid Fire

**Cost: 1,000**

Pressing the **Attack** button from a distance will allow your character to hurl shots at a rapid pace for a limited time.

### • Three Way Shot

**Cost: 1,200**

Allows your character to shoot in three directions for a limited time.

### • Phoenix

**Cost: 1,300**

The Phoenix firebird acts as an extra shot that will allow you to fire two projectiles from any distance for a brief time.

### • Thunder Hammer

**Cost: 1,500**

Using the **Attack** button, the Thunder Hammer will annihilate everything on the screen when your character pounds the ground. This has a VERY limited use.

### • Electric Shield

**Cost: 1,600**

Allows your character to kill enemies with only one shot for a limited time.

### • Fire Shield

**Cost: 1,800**

Similar to the electric shield, except that you can kill up to two enemies at once for a limited amount of time.

### • Gold Invulnerability

**Cost: 2,000**

When you have reached a high level, purchasing the Gold Invulnerability will allow you to fight without losing ANY health for a limited amount of time. In fact, if an enemy strikes you, you will GAIN health! Use this golden opportunity to find as much food as possible to increase your health without spending all of your tokens!



## GAME PLAYING TACTICS

Because of the simplicity of the control scheme—heck, your character will automatically attack if you just walk up to any enemy without even pressing the Attack button!—some arcadegoers may assume that there's not much strategy involved in playing *Gauntlet Legends*. However, you can't help noticing that a lot of people are spending a small fortune to get one of those "I Beat Skorne" T-shirts! To maximize your first few games (the default operator setting gives you 500 health for three quarters or tokens per play), you should remember a few specific tactics:

## 1. Attack your foes from a distance!

At all costs, you should fire your weapon at the hordes of enemies that are making their way towards you. This will allow you to inch closer to your main short-term goal. Which is to...

## 2. Destroy the generators!

Finding all 12 Rune Stones and destroying Skorne may be your long-term goals, but as you slash, punch, stab and kick your way through each journey, you should always concentrate on destroying the generators that the enemies disburse from. Make sure that you COMPLETELY destroy each generator; this usually takes three shots. The type of generator is determined by the background of the level you are in and the type of enemy that's coming after you. Normally, if you are in the Castle level, enemies will come out of inanimate objects such as knights and/or mirrored panels, whereas in the Mountain level, lava-based objects will release enemies as well.

## 3. Conserve Turbo!

There really is no reason to run faster in the game, especially since your speed increases with all of your other attributes as your character's level increases. Therefore, you should save your Turbo meter for Turbo Attacks at appropriate moments. Save 'em for those times when there are a lot of enemies on the screen at once.

## 4. Grab grub!

Destroying the generators is key, but to get the most for your money, be sure to grab the meat (100 Health) or fruit (50 Health) whenever you can.

## 5. Team up with faster characters!

If you choose a slower character such as the Wizard or Warrior, it is possible to run at the speed of the Archer or Valkyrie if another player is using one of those faster characters. Simply allow the Archer or Valkyrie to "push" your character forward and both of you will be moving at warp speed!

## 6. Trick your way into hard-to-reach locations!

Sometimes you need another player to stand on a switch before you can access certain areas. In order to keep temporary bridges from disappearing when playing alone, it is possible—though extremely difficult—to trigger switches by allowing Death or a large horde of enemies to follow behind you as you run around in these areas.

## 7. Watch for multiple exits!

In many of the levels, there are two exits. The exits do not take you to different locations in the next level, but they can tip you off to the locations of certain treasure rooms or Rune Stones. If you come across an exit very early in a particular stage, it's often a sign that there's something very cool waiting for those who continue to explore beyond that exit.

Remember, this guide can help you save money, so keep it with you at all times when you go to the arcade to play *Gauntlet Legends*. Listed throughout the remainder of these pages are the locations of all 12 Rune Stones, plus hints and tactics that will make it easier to defeat all of the bosses you'll face on your way to Skorne's lair.

Suggested Order of Levels  
+ Locations of Rune Stones

Mountain (Easy)	Dagger Peak, Cliffs of Desolation, Volcanic Cavern
Forest (Medium)	Twisted Roots of Evil, Ancient Tree, Narrow Branches
Castle (Medium)	Dungeon of Torment, Tower Armory, Castle Treasury
Desert (Hard)	City Ruins, Temple of Magic, Mystic Pyramid

## ARCHER/ TIGRESS

The elven Archer, champion of the wild Forest, is the most courageous of all. Her compound bow allows her measures of versatility and speed unmatched by any other. She will not rest until her homeland is reclaimed and the evil Spider Queen is banished forever. The Archer is the fastest of all the heroes. Once you have an Archer who has achieved level 10 status or higher, you can play as the secret Tigress character. When choosing your character, simply highlight the Archer and hold the Turbo button to reveal the Tigress.

## Archer/Tigress Starting Stats Archer/Tigress Level Progression

Strength—200  
Speed—600  
Armor—200  
Magic—350

Level 10—Scout  
Level 25—Veteran  
Level 50—Ranger  
Level 75—Master  
Level 99—Legend



## WARRIOR/ MINOTAUR

Prince of the Mountain kingdom, the Warrior's wrath cuts deeper than the mightiest blade. He will not rest until his kingdom has been purged of the evil Dragon and all traces of Skorne. The Warrior is the strongest of the *Gauntlet* champions, but has the weakest magic. Once you have a Warrior who has achieved level 10 status or higher, you can play as the secret Minotaur character. When choosing your character, simply highlight the Warrior and hold the Turbo button to reveal the Minotaur. Note: The Minotaur is the only one of the four secret characters to have his own set of level progression titles.

## Warrior/Minotaur Starting Stats

Strength—500  
Speed—300  
Armor—300  
Magic—200

## Warrior Level Progression

Level 10—Hero  
Level 25—Veteran  
Level 50—Champion  
Level 75—Master  
Level 99—Legend

## Minotaur Level Progression

Level 10—Rogue  
Level 25—Mercenary  
Level 50—Champion  
Level 75—Chieftain  
Level 99—Legend



## DAMAGE CHART

Here's a chart that shows how many experience points you get for killing enemies. The numbers show how many experience points you gain for damaging an enemy with projectiles, damaging an enemy up close, killing an enemy with a projectile and killing an enemy up close.

ENEMY	DAMAGE (WEAPON)	DAMAGE (HAND-TO-HAND)	KILL (WEAPON)	KILL (HAND-TO-HAND)
SCORPION	1	3	2	4
TROLL	1	3	2	4
DEMON	1	3	2	4
RAT	1	3	2	4
GRUNT	1	3	2	4
KNIGHT	1	3	2	4
SNAKE	1	3	2	4
SORCERER	1	3	2	4
MUMMY	1	3	2	4
SPIDER	1	3	2	4
LIZARDMAN	1	3	2	4
TREEFOLK	1	3	2	4
GOLEM	2	4	30	40
DEATH	—	—	—	1
IT	—	—	—	—
GARGOYLE	2	4	300	300
DRAGON	2	4	500	500
CHIMERA	2	4	500	500
GENIE	2	4	500	500
QUEEN SPIDER	2	4	500	500
SKORNE	4	6	500	500



# Gauntlet Legends



## MOUNTAIN

### EXPERIENCE POINTS

Unfortunately, the game doesn't display a running tally of your experience points, but you do get to see how many experience points you earn in each stage. For the curious, here are the totals you'll need to progress and earn each new level title:

Level	Experience Points Needed
10	11,700
25	42,000
50	122,500
75	234,200
99	344,600

This journey is great to begin your quest. To completely explore each and every realm—along with destroying generators and finding all keys and treasures—you will spend nearly 40 minutes in certain areas.



### Valley



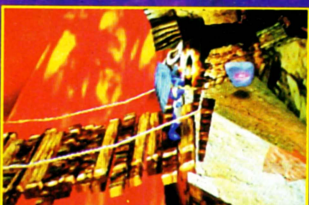
Your first chance to acquire magic: There's a yellow magic potion located near the bridge. Try not to waste magic by accidentally shooting it.



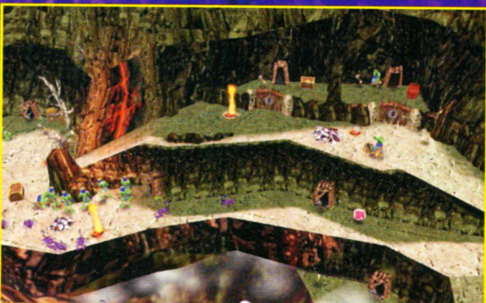
### Peak



The first Rune Stone you find in this level is located to your left, under a secret wall. The wall will flash when you attack it!



### Cliff



The second Rune Stone is located behind the bridge more than halfway through the level. Here you will also locate the Limited Invulnerability for the first time.



### Cave



The first Gauntlet treasure room is located in this level in between the twists and turns. Use your Fire Breath to mow down enemies.



### Cavern



The third Rune Stone is under a secret wall behind the bridge. You'll also find Pojo's egg in this level!



Pojo has the same capabilities as the character who changed into him, but Pojo will be able to move slightly quicker. Conserve your health for the fight with the Mountain Boss.

### Mountain Boss- Dragon's Lair

The five rocks will protect you from the Dragon's fire breath until they are disintegrated. Hide behind them to dodge the Dragon's attacks, then fire your weapon from a distance to begin an offensive attack.





## FOREST



The forest journey contains four levels with the enemies becoming more aggressive and the Rune Stones becoming a bit more difficult to locate.

### Swamp



Pass the first exit you come across, then head across an ivy-covered bridge toward the bottom point of the level. You will notice an island with a treasure room door that is difficult to get to with one player. This door leads to the Psychedelic Treasure Room!



### Roots



After finding the Acid Amulet, plow through the level until you come to a part on the branch paths where the remnants of a tree stump are directly below you. Shoot the tree stump to reveal the first Rune Stone of the Forest realm.



## CASTLE

The most challenging level thus far! You will need to contain the plethora of knights that plow out of the generator statues.

### Tree



Don't let the beautiful graphics in this area fool you; it is extremely difficult to make your way through the abundance of branches and generators here. A



long, thin branch containing a key leads directly to the second Rune Stone, you will be unable to locate the Stone unless you walk along this branch.

### Narrow Branches



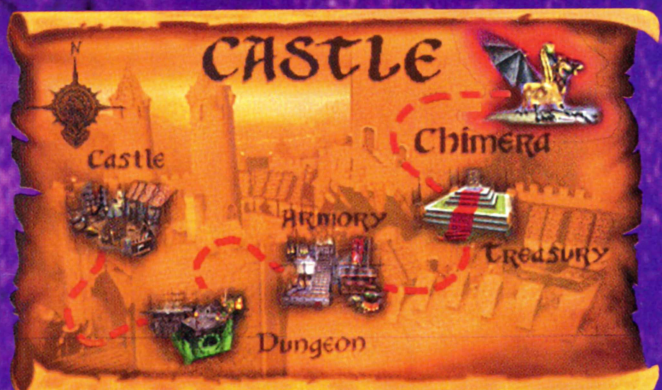
will be facing up; you will be able to find the Rune Stone by shooting through the wall.



Extra Speed is located among the many power-ups in this level, along with the Forest's final Rune Stone. Keep moving until you locate a wall that

### Forest Boss- Spider Queen

It helps to have a fast character in this battle; most of your fighting technique will involve running around the web. Grab the slab of meat in the center of the web, then proceed back to the top left corner, as far away from the Spider Queen as possible. Shoot her from a distance while moving in a counter-clockwise rotation. The Spider Queen's first shot will be her attempt to glue you to her web, but it will not take any damage. Her second shot consists of green slime that will damage you considerably! As long as you run and shoot from a safe vantage point, you should defeat her unscathed.







### Castle Courtyard



Space Station #5, a futuristic treasure room, is located along the corridors above the castle past the first exit; let us know if you see Ronnie Montrose. You will also obtain the Phoenix Familiar to help for a short period of time.



### Treasury



Near the beginning of the level, through the small passageways, you'll find a throne with a huge block on it. To avoid becoming trapped, simply take out the generators that are surrounding the throne. Now you can smash the pillar to get the final Rune Stone in the level.



### Dungeon



gray switch to activate a chain that will allow you to be within its reach.



The Rune Stone is visible on a chain as soon as you begin the level, but it's a tease because you can't reach it yet. After you walk down the stairs, look for a

### Armory



will notice a wall that conceals bricks behind it. To the right of that is a secret wall that leads to the second Rune Stone of the Level.



Patience is needed to successfully complete this area without losing a ton of quarters or tokens. Deep within the level, crossing over to the left, you

### Castle Boss- Chimera

This three-headed creature is very foolish; its method of attack is very predictable and monotonous, which means that you should have a fairly easy time with him. The Chimera has three energy meters, one for each of its three heads. If you position yourself to the left or right of the second pillar, you will be able to get clear shots at the Chimera's midsection, reducing all three energy meters at once! Simply dodge to the left or right when one of the heads raises up to hurl a green glob at you. Use this method and you should defeat the Chimera with ease.



## DESERT

The long, tumultuous terrain in this journey presents your most challenging quest yet. The multilevel terrain and annoying landscapes will make you wish Dr. Evil and Mr. Bigglesworth had taken over the world instead!

Seriously, though, each level is MASSIVE. The Rune Stones and treasure room are nearly impossible to find. However, if you follow the steps below, you will more than likely impress your friends with your Gauntlet expertise!

### Ruins



The first exit you come across is very close to your starting point. Pass up the exit and head towards the bridge with the body of water surrounding it. You should be able to see a Rune Stone beneath the water. Walk on the third block after crossing the bridge and the Rune Stone will rise.





# satisfaction guaranteed

**Matchbox 20: Yourself Or Someone Like You** *Real World*, more. (Atlantic) 16207

**Creedence Clearwater Revival: Chronicle—20 Greatest Hits** (Fantasy) 01520

**Harry Nilsson: All-Time Greatest Hits** (RCA) 01630

**Grateful Dead: Live/Dead** (Warner Bros.) 01637

**The Steve Miller Band: Fly Like An Eagle** (Capitol) 02018



**The Brian Setzer Orchestra: The Dirty Boogie Jump Live An' Wal, more. (Interscope) 25515**

**Pantera: Cowboys From Hell** (Atco) 02030

**Allman Brothers Band: Beginnings** (Polydor) 02162

**Tom Petty & The Heartbreakers: Greatest Hits** (MCA) 02390

**Phish: Hoist** (Elektra) 02724

**Sheryl Crow: Tuesday Night Music Club** (A&M) 03061

**The Very Best Of Cream** (Polydor) 03385

**Jewel: Pieces Of You** (Atlantic) 03972

**Iron Butterfly: In-A-Gadda-Da-Vida** (Rhino/Atlantic) 04270

**Bruce Springsteen: Born To Run** (Columbia) 05134

**Cypress Hill: Black Sunday** (Ruffhouse/Columbia) 05178

**Korn: Immortal** (Epic) 05310

**Aerosmith: Big Ones** (Greatest Hits) (Geffen) 06271

**Jimi Hendrix: Band Of Gypsies** (Capitol) 08285

**Frank Zappa: Apostrophe (')** (Rykodisc) 08636

**Jane's Addiction: Ritual de la Habitual** (Warner Bros.) 10020

**Meat Loaf: Bat Out Of Hell** (Epic) 10075

**Stevie Ray Vaughan: In Step** (Epic) 10092

**Jeff Beck: Wired** (Epic) 10439

**Bryan Ferry/Roxy Music: Street Life—20 Greatest Hits** (Reprise) 10490

**Highwayman** W/Cash, Jennings, Kristofferson, Nelson. (Columbia) 10898

**Shania Twain: Come On Over** *You're Still The One*, more. (Mercury) 21360

**Cheap Trick: The Greatest Hits** (Epic) 10918

**The Best Of Stevie Nicks: Timespace** (Modern) 10940

**Bob Dylan: Blood On The Tracks** (Columbia) 11006

**Beethoven, Symphonies Nos. 5 & 7** Vienna Phil/Carlos Kleiber. (DG Originals) £ 11964

**Dave Matthews Band: Crash** (RCA) 12604

**Lou Reed In The 70's: Different Times** (RCA) 12726

**The Wallflowers: Bringing Down The Horse** (Interscope) 13022

**Tchaikovsky, Ballet Suites** Nutcracker, Swan Lake, Vienna Phil/Levine. (DG) 13673

**Derek & The Dominos: Layla (Original Mix)** (Polydor) 15710

**Chris Isaak: Baja Sessions** (Reprise) 15884

**Lynyrd Skynyrd: Street Survivors** (MCA) 15972

**Paula Cole: This Fire / Don't Want To Wait, more. (Imago) 16096**

**Marilyn Manson: Antichrist Superstar** (Interscope) 16097

**Alan Jackson: Everything I Love** (Arista Nashville) 16205

**George Clinton: Greatest Funkin' Hits** (Capitol) 16245

**Barenaked Ladies: Rock Spectacle** (Reprise) 16322

**The Doors: Greatest Hits** Remastered, enhanced CD! (Elektra) 16366

**Makaveli: The Don Killuminati—The 7 Day Theory** (Interscope) 16376



**Rob Zombie's Hellbilly Deluxe** (Geffen) 25717

**Lost Highway/Sdtkr.** Produced by Trent Reznor, featuring NIN, Smashing Pumpkins, more. (Interscope) 16956

**Collective Soul: Disciplined Breakdown** (Atlantic) 16984

**The Temptations: The Ultimate Collection** (Motown) 18077

**Jonny Lang: Lie To Me** (A&M) 18093

**Backstreet Boys: Everybody** *(Backstreet's Back)*, more. (Jive) 21975

**Howlin' Wolf: His Best** (Chess) £ 18323

**Mary J. Blige: Share My World** (MCA) 18325

**Bob Marley & The Wailers: Natty Dread** (Tuff Gong/Island) 18569

**Third Eye Blind: Jumper, more. (Elektra) 18606**

**Sara Evans: Three Chords And The Truth** (RCA Nashville) 18677

**Rush: Retrospective I (1974-1980)** (Mercury) 18700

**Neal McCoy: Greatest Hits** (Atlantic Nashville) 18747

**Edwin McCain: Misguided Roses** (Lava) 18769

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MS 707



## Temple



Beams of light surround panels on the floor, hinting at the presence of the second Rune Stone. Step on each blue panel to make a ray of light disappear; once you've touched them all, the second Rune Stone will appear in the middle of the screen. Eliminate as many generators as possible to avoid disastrous results.



## Pyramid

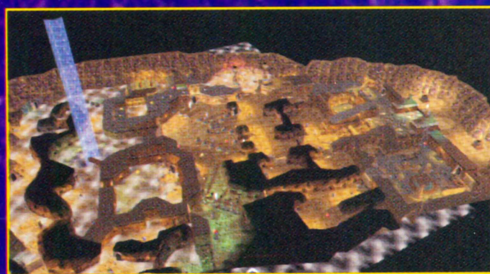


The longest level in the game contains the hardest Rune Stone to locate. You will need to follow a series of paths that lead you to another series of enclosed caves. The bars that prevent you from advancing can be deactivated by depressing a gray switch. Upon entering the cave that is directly north of you, step

on the gray switch, then go south into the area that you were not allowed to enter at first. Down and to your left is a path that will lead you directly to the final Rune Stone, hidden on the left side of the wall. This path is so well hidden that we had to run around nearly every square inch of terrain before it was uncovered!



## Tombs



If you had not already found the final Rune Stone in this journey, you would assume that it would be hidden somewhere in this intricate maze.

What you will find, however, is the final treasure room, entitled the Gauntlet Lab. This stage comes complete with an original Gauntlet arcade machine and programmers' faces emblazoned on computer terminals! If you locate the exit, go down from that point as far as possible, then find the slanted wall which at first glance does not look like a suitable path. Follow this up a few flights until you notice a section surrounded by enemies and the door to the final treasure room!



## Desert Boss: Genie's Sanctum

The Genie will not materialize until you run down the flight of stairs. When he does, run back up the stairs and prepare to dodge left or right as soon as you see the Genie's head make a slight movement. To avoid the circular laser beam, you will need to position yourself near the left edge of one of the staircases, then proceed down a few flights until the beam has passed. Repeat this process until the Genie is defeated entirely.



Now you have found all 12 Rune Stones! Move on to the final battle with Skorne!

## DESECRATED TEMPLE

This level is the smallest in the game, but the mirrored generators produce a ridiculous amount of enemies in its small corridors. Try not to advance too far too quickly or you will be surrounded.

### Altar of Skorne



Your first battle with Skorne is not difficult, but it is quite shocking! After every projectile he sends your way, it looks as if he is sticking his middle finger out to mock

you! Dodge Skorne's set of attacks—usually three fireballs—then attack from a distance. This process may take a while, but your character will sustain little damage.

## Gates of Underworld



The spikes on the sides of the path can be destroyed; they don't flash to indicate damage, but each one will fall off into the pit of lava after three shots. Move gingerly toward the top of the screen and don't panic at the sight of the path falling into the lava. You will need to defeat Cerberus to open the exit path. Fire four shots from a distance, then run to a safe position and continue the pattern.



### Throne of Skorne

The only difference between this battle and the previous encounter with Skorne is that he fires four projectiles in succession this time; making it a bit more difficult to retaliate with more than three shots at a time. Be patient when dodging his fireballs; the second you see an opening, take the opportunity to strike. There will not be many chances to do so.







## Brave Fencer

# MUSASHI

by Ara Shirinian

### Analog Control

*Musashi* supports the analog functions of the Dual Shock pad in a limited manner. Specifically, with the Dual Shock, *Musashi* can move in 16 directions instead of the normal eight. Also, *Musashi* can run right away with the Analog pad, but with the normal D-pad he'll only start to run after the direction is held for a few seconds. Analog control might be advantageous to use in some situations; however, it makes precise movements more difficult. Use whatever you prefer, as neither will impact gameplay enough to make a significant difference.

### Getting Around

Making progress in *Brave Fencer Musashi* requires solving lots and lots of small puzzles in order to proceed past certain points in the game. Nearly all of these are easy to deal with, as long as you keep in mind three possibilities. If you can't reach a certain area, it's because:

1. You need to use an assimilated ability from a nearby enemy, or...
2. You need to use Lumina's special attack with a certain Scroll, or...
3. You're not supposed to yet. That is, an item you get (or an event) later on in the game will enable you to get there, so don't worry about it now.

Because of the frequency with which you'll need to use an assimilated ability to get past different points in the game, I'm only going to describe the more difficult ones. There are also some exceptions to the three points above, and I will point those out in detail later. You should expect to do a good amount of backtracking, so don't be discouraged if you aren't able to get to all the areas of a certain part of the game the first time you reach it.



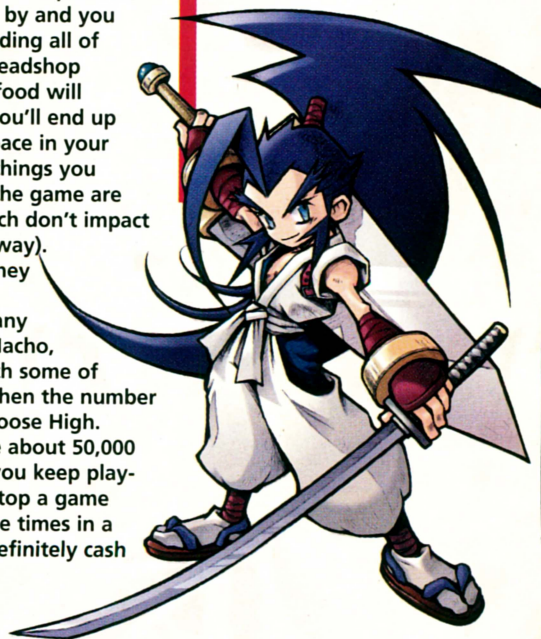
### Items & Money

Throughout the game, most of the items you'll find in treasure chests will be useless things you can only sell for money. After you get an item appraised and find out that it's useless, you should sell it right away to keep your inventory from getting cluttered.

Because you have a limited amount of space to store items in, you should only buy the most expensive items you can afford. You should also always have S-Revive in your inventory at all times. Even though these items seem expensive, money is very easy to come by and you shouldn't worry about spending all of it. Buying items from the Breadshop isn't a good idea, since the food will spoil after a few days and you'll end up wasting both money and space in your inventory. In fact, the only things you should spend money on in the game are healing items and toys (which don't impact the events in the game anyway). The fastest way to earn money is to go to Mannick's Restaurant—but don't buy any of the food! If you talk to Macho, you'll be able to gamble with some of your money. Choose Low when the number is 7 or higher; otherwise, choose High. You'll be able to accumulate about 50,000 Drans within a half hour if you keep playing. It's not worthwhile to stop a game until you've won at least five times in a row, although you should definitely cash out by the 7th or 8th win.



**B**rave Fencer *Musashi* reminds me a great deal of all those classic action/adventure games that were released en masse at the peak of the NES' popularity. Games like the original *Zelda*, *Blaster Master*, *Cyberbots* and countless others. All of these games shared a certain quality of depth that in the late '80s I did not appreciate at the time; I was just upset that "they" kept putting RPG and story-like elements into ports of arcade games like *Bionic Commando* and *Rygar*! However, supplementing the inherent fast action of arcade games with a sense of adventure and exploration in this manner proved to be a powerful combination in those days. A game like *Musashi* is a testament to the fact that the formula still works.







## Bincho Fields (BF)

Once you get to the second chapter, you'll spend the rest of the game attempting to save 35 people who have been trapped in Bincho Fields in various places. I've identified the location of each one on the maps. Most of them will provide a certain service to you back at the palace. Here's a listing of everyone you need to save and what they'll do for you, if anything:



<b>Person</b> .....	Function
<b>Steward</b> .....	Tells you how many people have been rescued.
<b>Butler</b> .....	Nothing
<b>Clown</b> .....	If Acrobat is rescued, teaches you Shish Kebab technique if you give him an Orange.
<b>Scribe</b> .....	Reads books in the library to you.
<b>MusicianA</b> ...	Plays the Palace background music.
<b>Guard</b> .....	Guards the entrance to Twinpeak Mountain.
<b>Seer</b> .....	Tells you about the locations of the five Scrolls.
<b>Hawker</b> .....	Tells you about Longevity Berries and Minkus.
<b>Maid</b> .....	Teaches you Dashing Pierce technique.
<b>MusicianB</b> ...	Adds another instrument to the Palace background music.
<b>SoldierA</b> .....	Helps open gate in Hell's Valley.
<b>MercenC</b> .....	Gives you a clue about the location of the Ice Palace. Helps open gate in Hell's Valley.
<b>CarpentA</b> .....	Gives you a clue about the Gondola Gizmo. Helps open gate in Hell's Valley.
<b>KnightB</b> .....	Teaches you Crosswise Cut Technique. Helps open gate in Hell's Valley.
<b>Shepherd</b> .....	Tells you how many Minkus have been caught.
<b>Bailiff</b> .....	See CookA & CookB.
<b>Taster</b> .....	Nothing
<b>CarpentB</b> .....	Gives you a clue about the Gondola Gizmo.
<b>Weaver</b> .....	Gives you the L-Gloves or L-Quilt if you give her the L-Cloth.
<b>SoldierB</b> .....	Nothing
<b>KnightA</b> .....	Teaches you Tenderize technique.
<b>CookA</b> .....	If Bailiff is rescued, makes Riceballs available for purchase at the Grocery.
<b>Acrobat</b> .....	See Clown.
<b>MercenB</b> .....	Gives you a clue about the location of the Ice Palace.
<b>Janitor</b> .....	Nothing
<b>Artisan</b> .....	Makes your Fusion sword more powerful.
<b>CarpentC</b> .....	Gives you a clue about the Gondola Gizmo.
<b>MusicianC</b> ...	Adds another instrument to the Palace background music.
<b>Knitter</b> .....	Tells you about the L-Cloth.
<b>Chef</b> .....	Nothing
<b>MercenA</b> .....	Gives you a clue about the location of the Ice Palace.
<b>Chief</b> .....	Nothing
<b>CookB</b> .....	If Bailiff is rescued, makes Neatballs available for purchase at the Grocery.
<b>Conductor</b> ...	Adds another instrument to the Palace background music.
<b>Butcher</b> .....	Nothing
<b>KnightC</b> .....	Teaches you Desperado Attack technique.
<b>Doctor</b> .....	Gives you SP-Recover (restores HP, BP & anti dote).
<b>KnightD</b> .....	Teaches you Rumparoni-SP technique.
<b>Alchemist</b> ...	Gives you alchemic tart (restores BP by 10).
<b>Librarian</b> .....	Translates unreadable books in library.

## Sleeping

Sleep is an important part of Musashi's activities. Here are a few points the manual neglects to mention:

- When you sleep in any place other than the Inn, your tired gauge will not decrease below 20%.
- The status gauge in the lower-right corner of the screen shows how tired Musashi is only when the tired gauge is over 50%:

< 50% tired



> 50% tired



> 70% tired



> 90% tired



> 100% tired



• As Musashi grows tired, his abilities are affected in different ways. The following effects accumulate as the tired gauge increases:

At 71% tired: Can't run.

At 81% tired: Movement becomes slow.

At 91% tired: Attack speed becomes slow.

At 100% tired: Falls asleep automatically.



## Map Legend

For the remaining portion of this strategy guide, I've mapped out all of the major areas of the game after Chapter 1. All of the maps show an overhead view, except for the map of the second section in Soda Fountain (Chapter 6), which shows a side view. Thin black lines run through the middle of various parts of the maps to designate significant differences in height. I've also labeled the locations of all of the Scrolls and Crests as well as major landmarks. The locations of Bincho Fields and Minkus are marked by Bincho Field icons and berry icons respectively. "X" marks designate the locations of Memory Boxes.





## Major Events

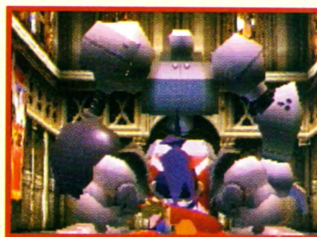
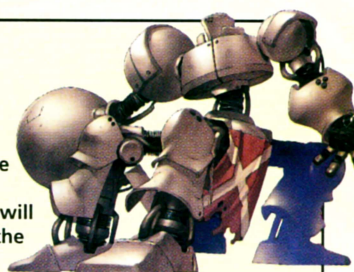
Here's an outline of all the major events in the game, organized by chapter:

### Chapter 1: The Journey Begins

The first chapter is basically a warm-up for the rest of the game. Unlike chapters 2-5, you won't have a sub-screen...and you won't even have Lumina to use until you get to the first Boss. Once you reach the top of the inside of Spiral Tower, use the Gunshot ability (you can assimilate it from the blue soldier enemy nearby) and shoot toward the center of the tower in order to hit the rope attached to the bell. Once past this point, you'll be at the very top of Spiral Tower with a bunch of red soldiers and the Lumina Sword. As you may have guessed, you can use the Paralyze ability assimilated from those soldiers to reach the sword. Immediately after obtaining Lumina, you'll go through a few fast action scenes before facing the first boss.

#### Boss 1: Steam Knight

The first boss is very easy. The key here is to be patient; if you try to be too aggressive, you'll just needlessly lose HP. Steam Knight's weak points are his feet and a green crystal that occasionally becomes exposed. During this battle only, arrows will appear showing you exactly where to hit. Attack the legs one at a time with Lumina only when there isn't steam coming out of them (the steam will damage you). Once the legs are out of commission, you'll be able to inflict damage to the center. After his life bar is depleted, you'll have to walk right up next to Steam Knight and throw him. Repeat this process two more times to defeat him.



### Chapter 2: A New Journey

When you begin this chapter, you'll finally be able to save your game at the Inn. You'll also be able to explore most of the vicinity around Grillin Village, including Somnolent Forest. You should first try to get all of the Bincho Fields you have access to. Acquiring the one near Wandering Forest is a bit tricky; you'll have to assimilate the Hop ability to climb up the steep incline in the upper portion of that area. Also in Somnolent forest are a couple sections covered in vines which can also be traversed with the Hop ability.

#### Rescue Leno at Twinpeak Mountain

After speaking with the Mayor of Grillin Village, you'll have to go to Twinpeak Mountain and rescue the dog Leno. Leno isn't very far up the mountain, so this task is fairly easy. You'll have to pick Leno up and carry him back to the village. While carrying Leno you'll walk very slowly—but don't get antsy and start throwing him around all over the place or you'll likely screw up and have to start over. In a few places you'll have to throw him across water, which is OK as long as he gets thrown onto land. What's more, when you reach the end of an area (where the screen stops scrolling), you'll have to carry him through to the other area. Do not try to throw him into the next area.

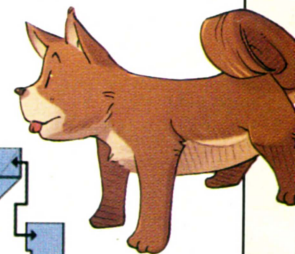


#### Give Bread & Water to the Thief

There's a thief in the village who needs some bread and water. You can buy the bread from the Breadshop and you can obtain the water from the well next to the Church.

#### Find the Key at the Graveyard

The Graveyard can be found beyond the Wandering Forest. Leno will go with you and tell you which way to go. As Leno searches for the right direction, your priority is to keep him from being attacked by nearby enemies. If he sustains too much damage, you'll have to start over.







## Meet the Thief at Twinpeak Mountain

After rescuing the thief, you'll have to climb to the top of Twinpeak Mountain to meet him. You'll have to also find four trees to cut down and collect—never mind that each tree is about three times bigger than Musashi!—but don't worry because they are conspicuously placed on the way up the mountain. Once you reach the top, the thief will make a raft for you and you'll go through a rapid raft sequence as you make your way back down the mountain. You probably won't be able to make it all the way through the first time, so don't get frustrated if it takes a number of tries. Part-way through the rapids, there is a long, straight section with waterfalls on

both sides. Immediately after this section, there's an inconspicuous exit from the rapids on the left side of the screen. If you enter here, you'll end up in another location outside of the mountain where a hidden Bincho Field is located. You can try to get this one now or you can do it later. If you decide to do it now, you'll have to go all the way back up the mountain and go through the raft ride again, this time taking the normal route. If you do so, you'll end up at the bottom of the mountain with a treasure chest containing the L-Brace (you have to get it appraised first). With this item, you'll be able to climb sections of cliff that are colored red.

## Save Steamwood

After speaking with Steamwood's engineer, you'll have to go into Steamwood and fix all the valves in the order of their number.

## Steamwood

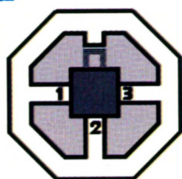


To make matters worse, you'll have a time limit of 24

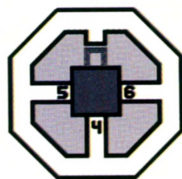
hours to complete the operation. I've provided a map of the locations of all the valves on each floor of Steamwood. The timer will be stopped when you pause the game, so if you need to decide where to go, pause the game first. After completing this event, all the steam leaks in Somnolent Forest will disappear.



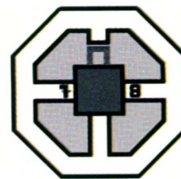
1F



2F



3F



4F

## Get the Earth Scroll from the Top of Twinpeak Mountain

You'll meet Rootrick at the bottom of the left peak of Twinpeak Mountain (directly left of the Memory Box). Here, you'll have to race him to the top by climbing up using the L-Brace. Once you get to the top, you'll be able to obtain the Earth Scroll.



## Boss 2: Skullpion

Skullpion lives in Hell's Valley. You can move the boulders on top of the spike-filled pits by using the Earth Scroll here. However, at the end of Hell's Valley, in order to get into Skullpion's room, you must have already rescued SoldierA, MercenC, CarpentA and KnightB. All of these are on Twinpeak Mountain in obvious places, so you should have all of them by now anyway. You'll need to talk to Steward in the Palace in order to set the events in motion so you can encounter the boss.

As with the previous boss, Skullpion's weak point is a green crystal which will become exposed after suffering a certain amount of damage. You should have the Earth Scroll equipped for this battle; you'll need to use it to make rocks and other objects fall from the basket above (hopefully hitting Skullpion, if you time it right). Whenever the green crystal comes out, you'll need to hit it with Lumina quickly, since it only appears for a brief period of time. Skullpion will occasionally try to climb up the walls and attack the people above. When he does this, you can use the Earth Scroll to knock him off before he gets to the top. Also, he has a stinging attack that will poison you. Even though an Antidote herb will appear during the battle every so often, it would probably be a good idea to bring a few extra ones yourself. Three hits to the crystal will defeat him.



## Chapter 3: Mission Vambee

### Find the Flower in Binchotite Mine

You'll be going back and forth through the Binchotite Mine a number of times throughout the remainder of the game. To gain access to the Mine, speak to the Mayor, then speak to the man in the Windmill. Your first goal is to find a special flower in the center of the underground lake in the Mine. You should bring along some Antidote, since its very easy to become poisoned in the Mine.

### Get Aqualin from Twinpeak Mountain

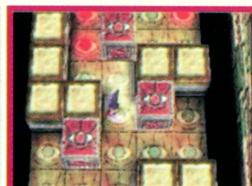
Now you'll have to get Aqualin from the top of the right peak of Twinpeak mountain. Basically, all you need to do is to go back up the same way you did when you were going to meet the Thief. However, halfway up, a timer will start and you'll have to make it to the top and back before time runs out. Fortunately, it's pretty easy—provided you don't fall—so don't rush. Once you get to the point where the Thief was, continue walking to the right and you'll reach what seems like a dead end. Use the Earth Scroll here and you'll be able to continue upward. At the top you'll find a lake where you can obtain Aqualin. Once you've got it, go back down to the point where the timer started (you don't need to go all the way back to the village before the timer stops).







## Explore Mannick's Basement



To get into Mannick's Basement, visit his Restaurant at 18:00. After speaking to the person outside and everyone inside, return to the Restaurant at midnight; you'll be able to sneak in when you see Vambees emerge from the

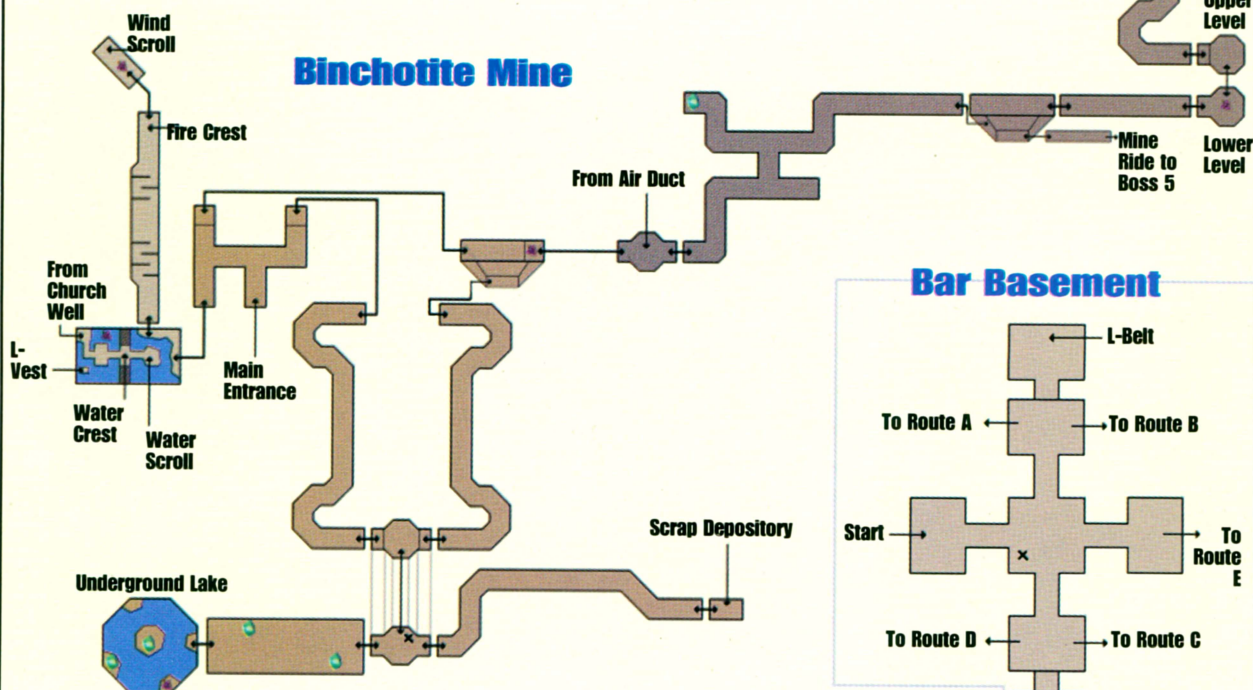
doorway.

Once inside, you'll have to go through routes A through D (in any order) to obtain four Eyes that open the upper room. In route A and the main room, you'll find sections of walls that appear to be cracked. You'll have to use the Bowl ability (which you can assimilate from the enemies in route A) to break them down.

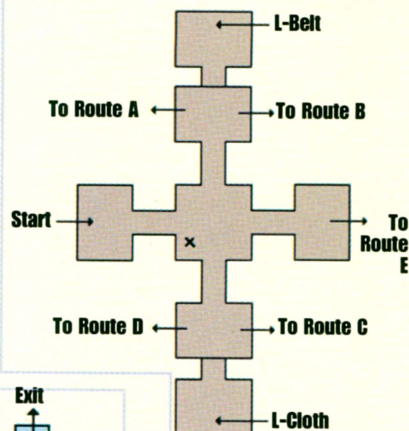
In route D, you'll encounter a number of dark rooms where it's difficult to see the ground. You'll have to assimilate the Sublime ability from the ghost in the beginning of each room so you can examine the layout of the floor before moving on. In the third such room, you'll have to drop down the following sides of each platform in order to make it through safely: Left, Left, Right, Right, Left, Left, Right. After getting all four Eyes, you'll be able to get to the L-Belt.

## Visit the Church at 02:00

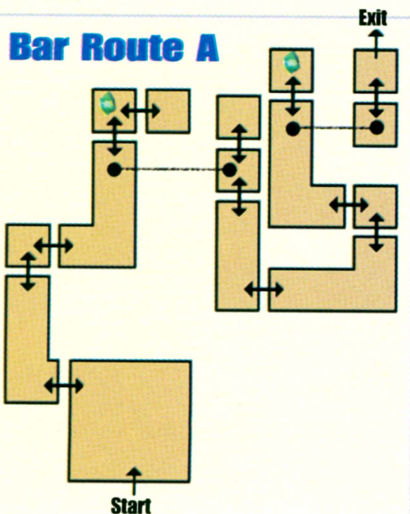
With the L-Belt, you'll be able to jump over the Church fence. Talk to the priest inside the fence at exactly 02:00 and he'll let you inside, where you'll have to battle some really big enemies until 07:00. You don't need to beat the enemies, you just need to fight them until morning.



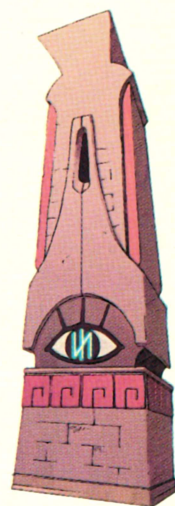
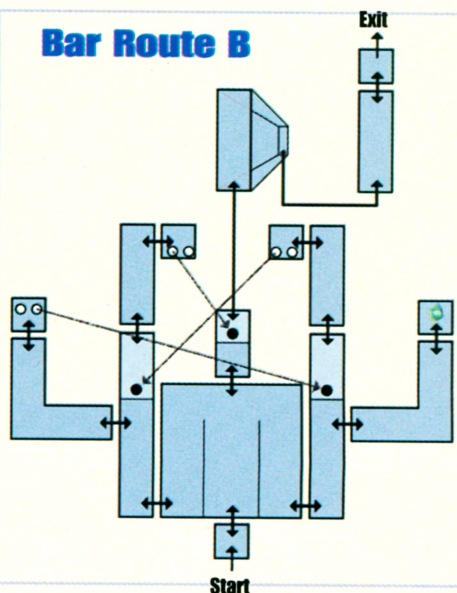
## Bar Basement



## Bar Route A



## Bar Route B







# FEEL THE POWER

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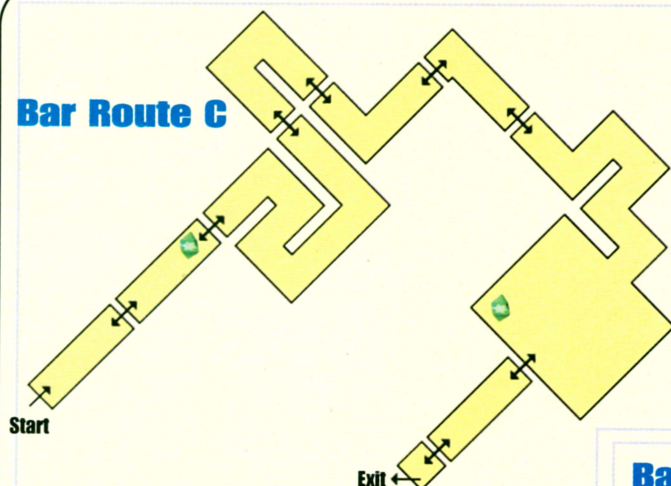
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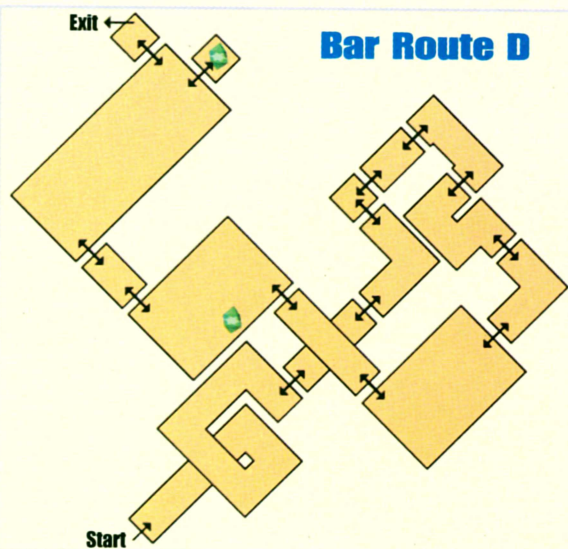




## Bar Route C



## Bar Route D



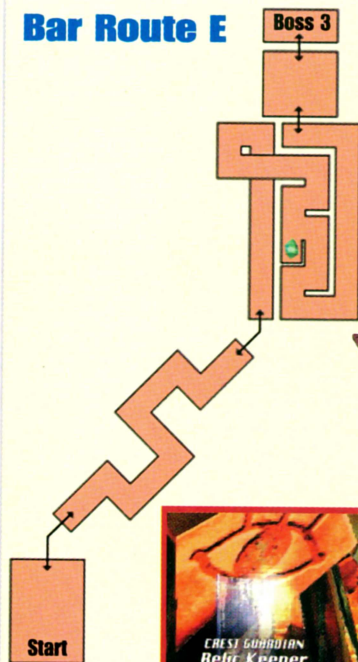
## Get the Church Bell & Water Scroll

After the Church event is over, speak to the priest again; he'll allow you to get into the Well where the Church Bell is located (see the Binchotite Mine Map). First, go ahead and get the Water Scroll. It will enable you to walk on water so you can reach the Bell, which is located in the same area, right next to the Minku. Don't worry about not being able to get to the Minku yet. Notice how the area under the Well connects up with the Main Entrance of the Binchotite Mine. In order to get the Well back, you'll have to use the same strategy as when you were rescuing Leno at Twinpeak Mountain. Carry the Bell through the Main Entrance to bring it back to the Village. The Priest will then give you a Statue, which is a key to the door that was blocking the entrance to Route E in the Restaurant Basement.

## Boss 3: Relic Keeper

Boss 3 lives at the end of Route E. You'll want to have the Water Scroll equipped here. Attack the large ball of flame with the Water Scroll until the green crystal comes out. Once again, strike the green crystal with Lumina and repeat the process twice more. Be prepared to do a lot of dodging; this boss has a variety of different attacks.

## Bar Route E



## Chapter 4: The Duel at Dragon Island

### Fix the Well

After speaking to the Mayor's wife, you'll have to go back into the well and fix it. With Boss 3 defeated, you'll be able to activate the Water Crest in the same place where you obtained the Water Scroll. Doing this will alter the water level in the area, so you'll be able to reach the L-Vest and the Minku.

### Find the Gondola Gizmo

The Gondola Gizmo is located in the Scrap Depository in the Binchotite Mine. Grab the one that is gold-colored, has one hole in the center and three holes surrounding it.

### Put Out Fires

The Gondola Gizmo is located in the Scrap Depository in the Binchotite Mine. Grab the one that is gold-colored, has one hole in the center and three holes surrounding it. This event is pretty easy. Just use the water scroll and aim at each of the fires. It will take a continuous stream to put out each fire, so you won't be able to notice them going out if you just fire a few shots.

### Get the Fire Scroll

After saving the village from burning down, you'll receive some Salt. This item will enable you to get past the huge snail that is blocking the way to Dragon Island (the brown colored area on the map beyond Somnolent Forest). At Dragon Island, if you enter the area at low tide and activate the Water Crest, you'll get access to the Fire Scroll. Immediately afterward, you'll have to fight Kojiro...







## Fight Kojiro

Kojiro is really easy to beat. All you need to do is walk around him and attack him repeatedly from behind.

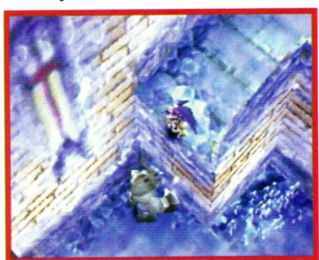


## Ice Palace

The Ice Palace is hidden beyond the Wandering Forest. From the first screen in the Wandering Forest, the directions you need to take to reach the Ice Palace are as follows: left, up, up, right, up, up, right, up, up, left, up, up, up, up.

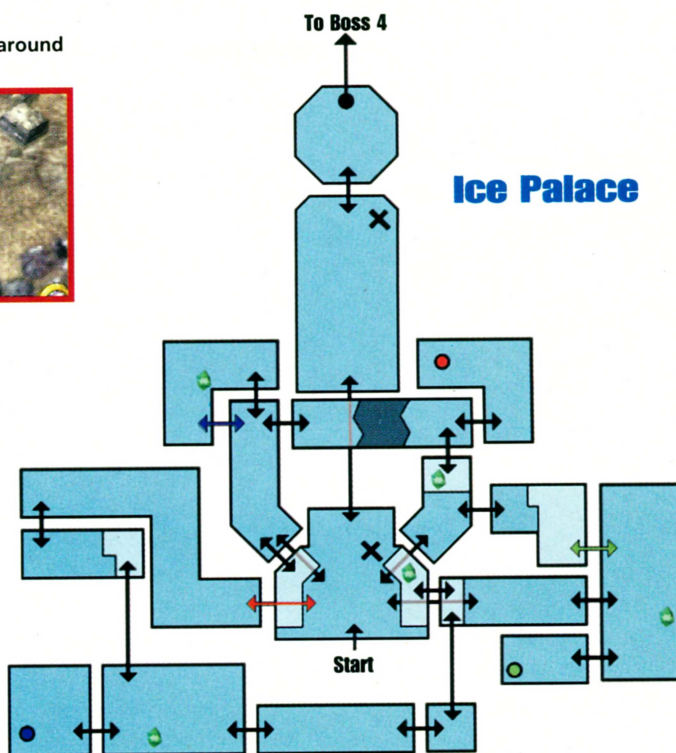
Once in the Ice Palace, you'll have to find red, blue and green eyes (shown on the map as colored spots). The large door in the back of the first room won't open until you have all three. There are also red, blue and green doors in the palace (also shown on the map as colored arrows) which won't open until you obtain their respective eyes.

In the Red Eye room, all you need to do to obtain the eye is to defeat all the enemies. In the Blue Eye



room, you'll have to defeat all the enemies without taking any damage. In the Green Eye room, you'll have to use the Clone assimilated ability to defeat the enemy.

The L-Shoes are on the left balcony in the first room. You can reach them by walking beyond the Blue Door. In the second room beyond the Red door, you'll find a ledge that seems impossible to get to. However, if you stand directly under the ledge, the large enemy in that room will grab you and throw you to the upper level. Once you reach the second memory box, you'll have to light both torches using the Fire Scroll; this will open the door leading into the last room.



## Boss 4: Frost Dragon

You'll encounter this boss on a narrow walkway. After you strike it a few times, the walkway will start to collapse and you'll be forced to move forward. Use the Fire Scroll to melt the ice spikes blocking your way. Once you get to the end of the walkway, the real battle will start. Frost Dragon likes to use an ice beam that covers practically the whole area. To avoid it, notice which way he moves his head (left or right) just before he begins the attack, then run to the topmost part of the opposite side of the room and wait there until the beam goes away. You should attack with your Fire Scroll immediately after he finishes his beam attack because he will be very vulnerable. As before, strike the green crystal with Lumina when it comes out and he'll be finished in no time.



## Chapter 5: The One That Nests Underground

### Save Steamwood Again

This sequence is the same as the first time you had to fix the valves in Steamwood, except for three things. Shutting off the valves will be harder, since the gauges will move faster. Also, three of the valves will be missing their handles. Handle #1 is on the first floor, behind the elevator. Handle #4 is on the third floor between valves 4 and 5; handle #8 is on the fourth floor between valves 7 and 8. Finally, you'll have to make a number of very tricky jumps since there will be a lot more steam blocking your way. You'll have to make a number of L-shaped jumps with the double-jump technique in order to get around.

### Get the Wind Scroll

You can get the Wind Scroll by going through the Binchotite Mine and using Lumina on the Fire Crest at the end (see the map). Once you obtain the scroll, use it immediately and you'll be able to dig a hole right through the ground. This will trigger another event and you'll end up in the Wandering Forest.







### Explore the Air Vent

When you go back to Grillin Village, you'll notice a huge ant next to the Gondola. Ride the Gondola from the castle and it will smash the ant, creating a hole in the Air Vent on the cliff above. The area under the vent is actually a part of the Binchotite Mine (see the map); however, if you drop from the ledge to the left of the Air Vent entrance (where the Minku is), you'll have to go all the way out via the Main Entrance to get back.



From the Air Duct, you'll have to use the Wind Scroll to push away the poison fog blocking the way. In the following area, you'll need to use the Earth Scroll to proceed further. At the area just before the second Minku, there's a really tricky jump. You'll have to assimilate the Hop ability to get past the incline; unfortunately, the enemy you need to assimilate it from is on the opposite side of the hole! The key is to shoot Fusion into the enemy before you jump across, then finish the assimilation after you reach the other side. Finally, when you reach the Bincho

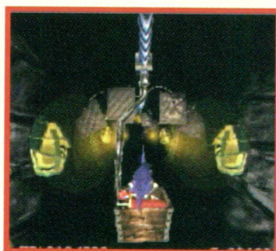
Field at the end of the path on the Upper Level, use the Wind Scroll in the center of that room; you'll be able to tunnel through to the section just before the Mine Ride.

### Boss 5: Queen Ant



After the Mine Ride, you'll appear in a room with a Memory Box. From this room, use the Wind Scroll to tunnel through to the Boss' room. Queen Ant's attacks are fairly predictable. You'll have to strike the head when it gets close enough to you; this happens after she attacks with her arms. After a number of hits, the green crystal will come out on her tail.

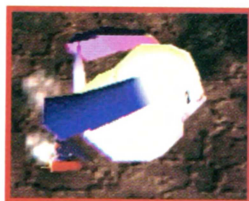
However, it can be a little tough getting to the crystal since poison fog tends to accumulate there also. You'll have to use the Wind Scroll to get in and strike the crystal. As before, she'll go down after three hits.



## Chapter 6: The Sword of Luminescence

### Get Sky Scroll

The Sky Scroll is located beyond the Wind Crest in the area next to Steamwood. However, you have to use Lumina on the crest only when it is raining on Sky day, otherwise nothing will happen. Once you do activate the crest, you'll never be able



to return to the world below again, so make sure you've filled your inventory with healing items and found all 13 Minkus. (Try going to the Wandering Forest after you've accomplished this for a surprise!)

In order to get to the top of the structure where the Sky Scroll lies, you'll have to use most of your other Scrolls. The places where you're supposed to use them are marked with their corresponding pictograms. Once you obtain the Sky Scroll, you'll be immediately transported to Soda Fountain.

## Soda Fountain

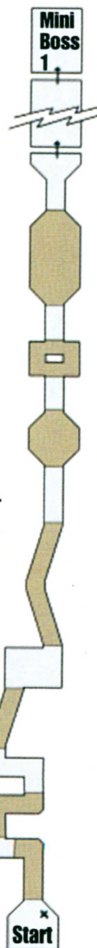
### Section 1

Here you'll have to use the Sky Scroll to float above the watery brown sections on the map. You can't hit the walls either, so be careful; the control is very touchy when you're flying. Next, you'll have to make your way through a long circular corridor before meeting the first mini-Boss, Ben.

### Mini-Boss 1: Ben



Ben has a highly predictable pattern that's easy to exploit. You should only try to damage him once after he lands, then a few more times just before he starts to fly around again. The bombs he throws inflict a lot of damage, but they explode in the exact same pattern each time, so they're easy to avoid. Stay on the bottom center of the screen and move toward the left as they explode. After defeating Ben, you'll be able to save your game.

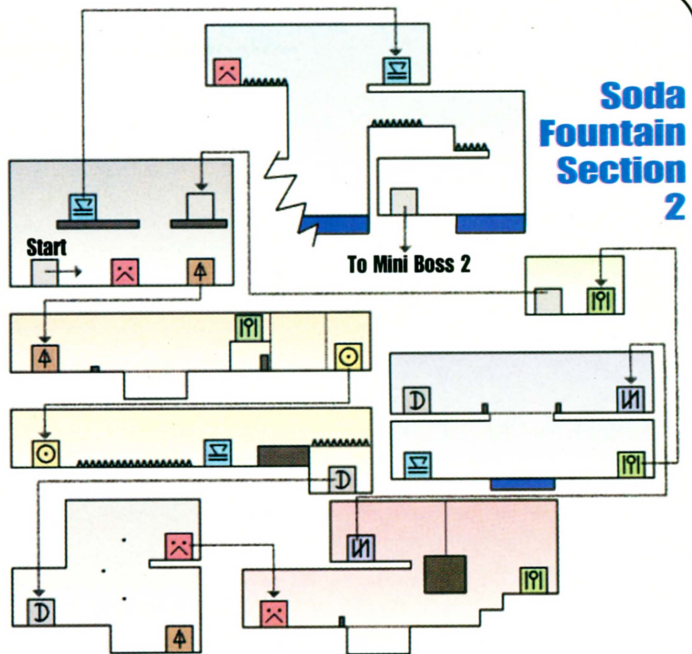
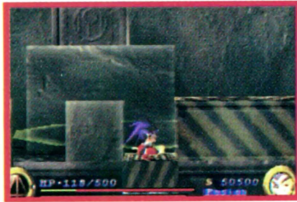






## Section 2

The map for this section is a side-view representation of all the rooms along the correct path. I've only marked the correct doors to go through. If you go through any other door, you'll have to start over from the beginning. In each room, you'll have to use the Scroll associated with that room in one way or another to get to the correct door. For example, in the second room, use the Earth Scroll on the raised parts of the floor in order to open up the pathway. You'll need to have quick fingers if you want to negotiate the last part of this area. Once you enter the last door, you'll have to fight Ed.



### Mini-Boss 2: Ed



Ed is even easier to beat than Ben, as long as you can dodge his beam! It's easy to jump over, but it will change direction every time you jump over it. The only time you should attempt to attack is just after the Beam stops. Stay away from him at all other times.

## Section 3

This next section takes place outside and it's filled with tons of tough and fast enemies. There aren't really any items to obtain here, so your priorities are just to get to the end and keep your BP and HP high. If you have the patience, however, it's a good idea to fight everyone to get your levels up; most of the enemies here will also drop lots of BP/HP restoring items. Once you get to the end, destroy the water fountain and all the enemies to proceed inside.

The inner section is more of the same. Halfway through, you'll have to destroy a metallic cone-like device which is highly annoying. It has a laser-like Ed's beam—but it moves around much faster. You'll have to hit the front portion of it with an attack that has a fairly long range. At the end of the section, you'll face Topo.



### Mini-Boss 3: Topo

For once, you won't have to fight! Instead, you'll have to play a *Parappa*-style game in which you tap the buttons along with the music. The difference here is that Topo will go through the entire song once, then you'll have to repeat the entire song along with her. You won't be able to pause the game in the middle of a song either, so memorize these patterns first!



#### Song 1:

□, △, ○, ×  
□, △, ×, ○  
□, △, ○, ×  
□, △, ○, ×, □

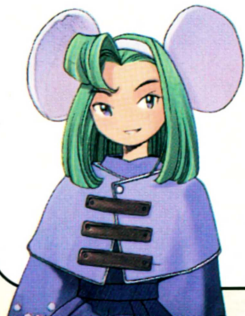
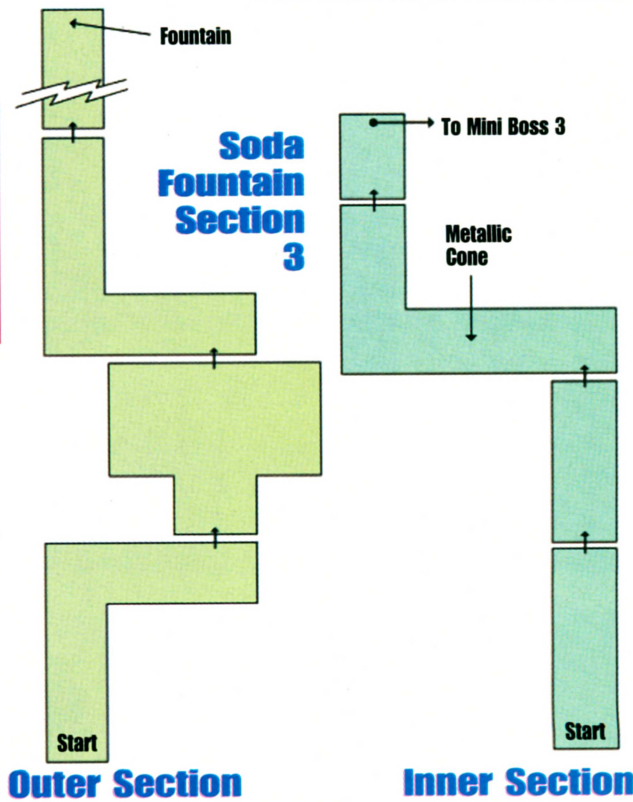
#### Song 2:

×, ○, △, □  
×, ○, △, ○  
×, ○, △, □  
×, ×, ○, ○, □

#### Song 3:

△, ×, ○, □  
△, ×, ○, ×  
△, ×, ○, □  
×, ×, △, △, □

After beating Topo, you'll be able to save your game again.





## A character from the game 'The Legend of Spyro: The Dragon Prince' is shown in a dynamic pose, holding a large sword. The character has orange fur, a black cap, and goggles. The background features a dark, stylized landscape with a large, glowing orange flame or explosion on the left and a dragon-like creature in the upper right.



**"...Dangerously Addictive And Simply Cannot Afford To Miss!" Editor's Choice For Best PSX Game.**

**-Official PlayStation Magazines**

**"...Brings In Enough Changes And Modes To Keep You Playing For Hours." The Bottom Line Rating: 9.0**

**-Game Informer**



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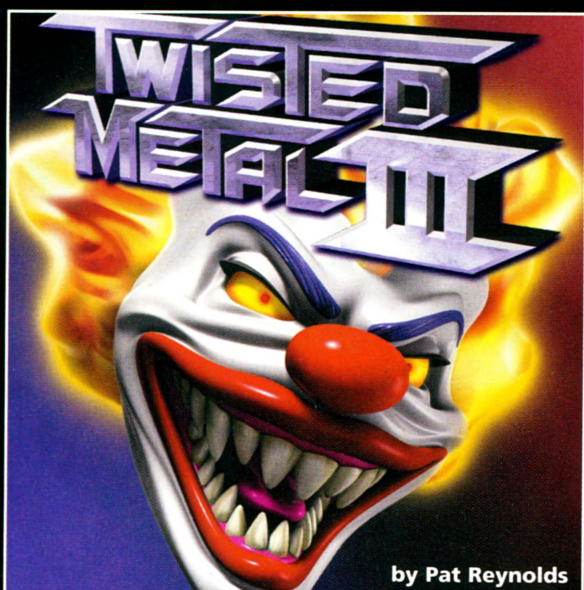


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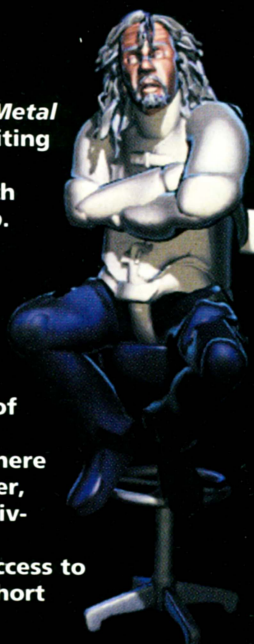


## Twisted Metal III



by Pat Reynolds

As a true fan of vehicular combat games, I was hooked on *Twisted Metal* and its sequel. While eagerly awaiting the third installation of the game, I appeased my car combat cravings with games like *Vigilante 8* and *Rogue Trip*. With good graphics and fitting tunes from Rob Zombie, *Twisted Metal III* holds its own against the quality competition it faces this year. Is it better than *Vigilante 8* and *Rogue Trip*? The more realistic physics engine basically translates into a lot of time spent upside down after hitting small bumps. The level design is nowhere near as good as *Twisted Metal 2*, either, but overall, the game manages to deliver enjoyable, intense gameplay. This guide is designed to give you quick access to all of the tricks you'll need to make short work of the game.



## special attacks

Invisibility	↑, ↓, ←, →
Freeze	←, →, ↑
Jump	↑, ↑, ←
Rear Fire	←, →, ↓

## Play as Minion

In Tournament Mode: At the password screen, enter ↑, START, ↓, L1, □

In Deathmatch Mode: At the password screen, enter ←, ←, ←, →, →

## Memory Card Save

At the password screen, enter START, START, START, START, START. Set the options the way you want them, then start a game. It will prompt you to save before the game begins.

## cheat codes

## God Mode

In the game press ↑, ↓, ↑, ↑, ○, →, △, □, ↑, ↓, L2

## Infinite Special Attack

At the password screen, enter L1, L1, R1, R1, R1. Start a game and get killed. When you begin you're next life, you'll have an unlimited cache of special weapons.

## Deathmatch Warehouse Level

At the password screen, enter ↑, ↑, ↑, ←, ←

## Play as Sweet Tooth

In Tournament Mode: At the password screen, enter ○, ○, L1, L1, START.

In Deathmatch Mode: At the password screen, enter →, →, →, ←, ←

## game shark codes

Infinite Ammo for All Players

**80033ed6 2400**

Infinite Lives for Player 1

**800d300c 0002**

Infinite Lives for Player 2

**800d309c 0002**

Play as Sweet Tooth\*

**800d28d0 000b**

Play as Minion\*

**800d28d0 0007**

\* Using these codes will allow you to play ONLY as the character listed – if both are activated at the same time, only Minion will be playable





# SHADOWGATE 64

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## ★ level tips

### Washington D.C.

Destroy the Statues to uncover a full health power-up.



### Hollywood

Lob some napalm at the Hollywood sign to destroy it.



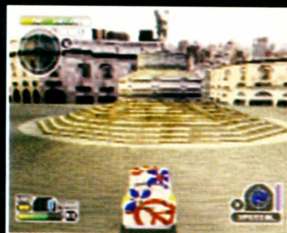
### Tokyo

Make your way up to the high level and then jump off the ramp and the next ramp beyond that to get the radar dish. Drive up to the brink near the giant fan and wait for your enemies to follow you. When they are sucked into the fan, target them and fire away for added damage.



### London

You can destroy Big Ben by firing from the ramp in front of it. In the building with the warp is a wall that reads "Keep Out." Destroy it to reveal a hidden stash of power-ups.



### Hangar 18

Shoot at the four lights around the perimeter of the area to unlock the barrier around the warp inside the UFO. This leads to other areas of the UFO and some powerful weapons.



### North Pole

This trick will make millions of kids around the world very sad, but if you destroy Santa's workshop and the surrounding area you'll reap lots of power-ups, health and even the mighty lightning weapon. Also, all of the structures, giant candy canes, snowmen, etc. etc. are fully destructible and contain power-ups.



### Calypso's Blimp

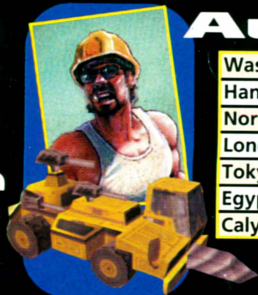
Destroy all walls marked "This Section is Closed." These lead to loads of hidden power-ups. On the bottom level of the blimp there are many crates which can be destroyed to reveal power-ups inside. In a Tournament game, the opponents will keep returning after you've killed them unless you destroy the four flashing switches and then the main switch located in the red room near the top. Here's an easy way to kill Primevil and the other baddies on this level. Hang out on the lower level by the large opening and they'll often drive right into it and fall to their deaths. Primevil pulled this maneuver the first time I fought him - I didn't even have to hit him once and I beat the game... so much for smart AI.



## ★ character passwords

Use these passwords to play as any character in any level of the game.

### Auger



Washington D.C.	X, START, ←, ←, L2
Hangar 18	↑, ↓, △, L1, R1
North Pole	←, X, →, X, □
London	L1, →, X, START, ←
Tokyo	○, ○, ←, →, ←
Egypt	SELECT, →, L2, L1, L1
Calypso's Blimp	○, L1, △, X, ↓

### Axel



Washington D.C.	L2, △, △, □, START
Hangar 18	R1, ↑, ↓, ↓, L1
North Pole	X, △, □, R2, X
London	↑, L2, ○, □, L1
Tokyo	↑, △, SELECT, →, ↑
Egypt	←, ↑, L1, ↑, R2
Calypso's Blimp	L1, R1, ↑, ←, ○





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# Firestarter

## Flower Power

# Hammerhead

# Minion

# Mr. Grimm

Washington D.C.	↓, ↓, <b>START</b> , R2, ○
Hangar 18	R2, ✕, △, ↓, →
North Pole	△, ↓, →, R2, R2
London	✕, ✕, □, ○, ○
Tokyo	↓, L2, <b>SELECT</b> , <b>SELECT</b> , →
Egypt	↑, ○, ↑, ↑, L1
Calypso's Blimp	←, →, L1, ←, L2



# Roadkill

Washington D.C.	START, SELECT, L1, $\Delta$ , L2
Hangar 18	$\downarrow$ , L2, START, $\rightarrow$ , SELECT
North Pole	R2, SELECT, $\Delta$ , R2, $\uparrow$
London	$\Delta$ , L2, $\rightarrow$ , $\Delta$ , L2
Tokyo	$\square$ , SELECT, $\square$ , SELECT, $\Delta$
Egypt	$\leftarrow$ , L2, START, $\square$ , R1
Calypso's Blimp	$\square$ , SELECT, $\square$ , SELECT, $\square$



## Sweet Tooth

Washington D.C.	○, ○, L1, L1, START
Hangar 18	→, →, ↓, ○, ✕
North Pole	L2, ○, SELECT, ○, L2
London	R1, →, R2, ↑, →
Tokyo	○, ↑, L2, R2, ←
Egypt	SELECT, ↑, R1, R1, ○
Calypso's Blimp	START, ↑, ↑, □, L2



# Warthog

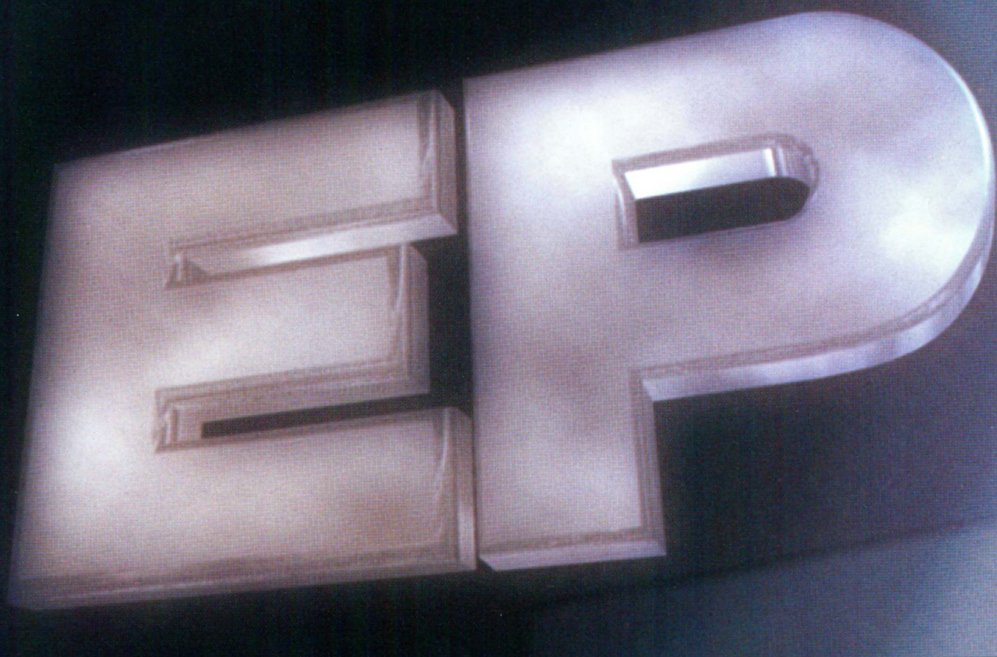
Washington D.C.	SELECT, L1, ←, START, ←
Hangar 18	START, L1, →, R1, L2
North Pole	↓, L1, START, L2, □
London	R2, △, △, START, ←
Tokyo	△, R2, →, ←
Egypt	□, □, START, L1, △
Calyпсо's Blimp	R2, L2, ↓, ✕, ←



36



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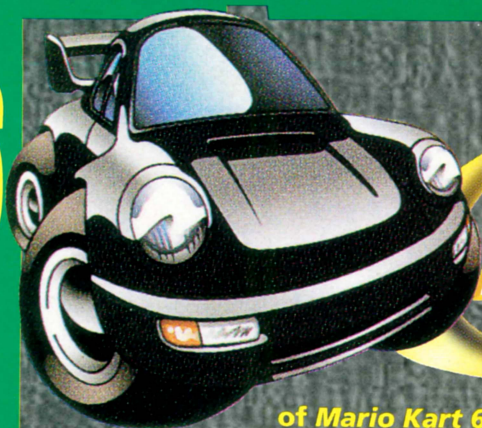
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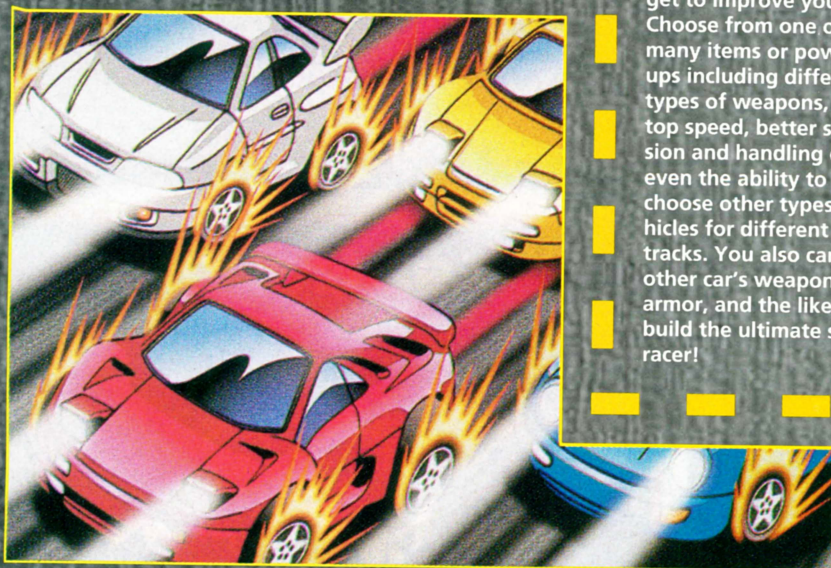
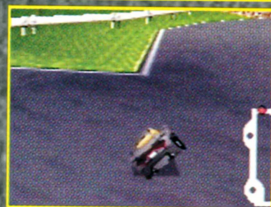
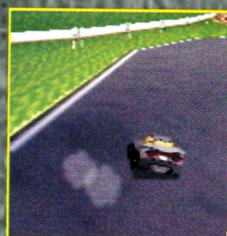
# PENNY RACERS

BY GEOFF ARNOLD

**K**nown as *Choro-Q 64* in Japan, *Penny Racers* combines elements of *Mario Kart 64* with the old 8-bit classic *R.C. Pro-Am*. With stunning graphics, realistic track conditions and the ever-popular four-player option included, this game can get very addictive, very quickly. It's a bit more "cute" than most other racing games, but its unique style and gameplay make *Penny Racers* a worthy addition to your N64 library.

## Play Control

As with any other racing game, the control layout is fairly simple. Gas and Brake are the two main functions, but there are also a couple of other controls that you should be aware of. First: the 90° turn. To do this, hit the R button as you are starting to turn. Hitting the button again while in the 90° turn will result in a roll. The roll is useful for rolling out of the way of oncoming land mines and such, and should be mastered early on in the game. Next is backing up. When you get stuck in a corner, backing up will get you out in a hurry. Simply hold down the R button and hit the gas. Finally, we have the game's "recovery" trick. When you're hit by a missile or run into a landmine or another racer at high speed, your racer will most likely flip. When this happens, tap the gas rapidly to get back in the race more quickly.



## Choosing a Vehicle

So many vehicles to choose from, so little time. Which should you pick first? It's all about the style! Each one starts out with the same basic equipment; however, off-road vehicles will be better on the off-road tracks to start with, while some of the mean little race car-type vehicles will blow your doors off on a straight racing track.

Unlike other racing games, earning 1st, 2nd or 3rd place results in more than just points or a worthless trophy: You get to improve your car! Choose from one of many items or power-ups including different types of weapons, higher top speed, better suspension and handling or even the ability to choose other types of vehicles for different tracks. You also can steal other car's weapons, armor, and the like to build the ultimate super racer!





## Racer Items

In order for you to succeed as a Penny Racer, you will need to equip your vehicle with the latest and greatest items, equipment, and power-ups. Not only are these items essential to the overall performance of your vehicle, but they can make for some pretty funny combinations. Taxi lights on top of a Ferrari, followed by a missile rack? You wanted it, you got it! After taking 1st, 2nd or 3rd place in a race, you will be given the option to grab what you want from the losing racers, or even trade your items for their items. This is the only way to get weapons, different vehicle types and power-ups for your racer. Be aware that certain items will not be available until you race in higher classes. There are several hidden items such as super speed, higher levels of torque and many silly decorative objects. See how many you can find!

**Engine** Engines come in a variety of types. You can choose between an overall rating, top end or torque. The overall rating greatly affects the speed and acceleration of your racer, with 13 being the highest rating. Top end also affects the speed of racer, but you don't get much for acceleration. Torque directly affects the vehicle's acceleration, but slows down a little as it winds out. The highest rating for top end and torque is 9.

**Tires** Tires determine how well your vehicle will grip the road and turn. The ratings for tires range from 1 to 3. On-road, off-road and aqua tires are self explanatory, whereas studded tires are for icy roads.

**Brakes** Some of the tracks have deadly hairpin curves, so brakes are also a necessity. Try slowing down every once in a while to keep on the track.

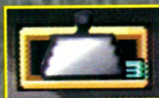
**Suspension** This setting determines how well your racer can steer through bumps and terrain changes. Better suspension makes for a smoother and overall tighter turning radius.



**Armor** Beef up your racer! Armor protects you from getting bumped around on the track by the big boys. Spoilers will protect your rear only, while bumpers provide good all-around protection.



**Decorative** Why would I want you decorate your vehicle? Simple. It's all in good fun! Try putting some skis and a rocket on top of your car, just for looks.



**Weight**  
This handy item will weigh other racers down, causing them to slow down significantly.



**Missile 1**  
Missiles are similar to rockets, but are the better choice of the two. They fly in a small arc away from your racer and cause a shock wave when they hit the ground, putting other racers' lights out!



**Missile 2**  
Same as the first missile, but this allows you to carry two more than before.

## Weapons

The object of Penny Racers is simple: Win by any means necessary! This is where the weapons come in. The computer can be downright nasty at times, so you must be prepared to defend yourself. As with the power-up items, some weapons are only available when racing in higher classes. There is also one hidden weapon in the game for you to discover.



**D-Dash**  
More of a power-up item than a weapon, this is the ultimate turbo boost.



**Protect**  
Also a useful item, this will protect you from pretty much anything including other cars and rockets.



**Octopus**  
When this is used, three small octopi encircle the rear of your vehicle, protecting it from any rear attacks.



**Spin**  
When activated, this weapon shoots a ring of spikes out of the chassis of your vehicle, slashing other racers' tires in the process.



**Double Spin**  
Like the Spin, the ring of spikes encircles you twice instead of once.



**Cannon 1**  
This weapon shoots one rocket in a straight path.



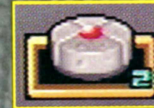
**Cannon 2**  
This is the same as the first cannon, but it holds two more rockets.



**Smoke**  
The classic smoke screen. Use it to confuse other racers.



**Spikes**  
Drops three small spikes on the road behind you to puncture your opponents' tires.



**Landmine**  
Landmines can be very dangerous, especially when placed in strategic positions. Hard to avoid and a good weapon overall, these will most likely decide between first and second place.



**Block**  
These small concrete bricks can be very annoying—especially after the third or fourth time that you hit them, since they are pretty much indestructible.



## Penny Racers



### Item Selection / Racing Classes

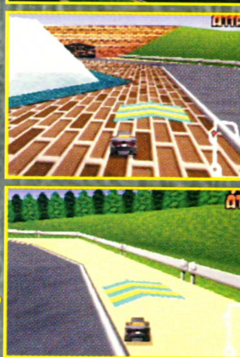
After winning 1st place on each track in each class, you will be able to enter higher classes of racing, where you will be able to use your racer's items to the fullest extent. Be aware that each class has set a limit on how powerful you can make your racer; this is done with "item points." For each item that you choose for your racer, a certain amount of item points are required to use that item or weapon. For example, in Class C you have a limit of six item points. This means that in order to race in class C, you may only use weapons or items with points that total six or less. As you progress to each new class, you will be able to equip your vehicle with more items and weapons according to the following scale:

- Class C — 6 points**
- Class B — 10 points**
- Class A — 14 points**
- Class AA — Infinite item points**

### Tracks

#### Track 1: Country Road Type: On-Road Level: Easy

The first and most basic track, this one should be used to gain weapons, power-ups and other types of vehicles. Race this track until you are confident in your driving skills and have as many items and racers as you want. There are two speed arrows on this course; one on the inside of the track on the first wheel and one on the outside of the track right before the finish line (see photos). Although this track is fairly simple, watch for the computer to take early leads in the upper racing classes.



#### Track 2: Lakeside Road Type: On-Road Level: Normal

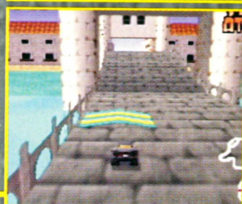
This track has some nasty curves! Watch out for the first one right after the start of the race, as a late turn will cause you to drive into the ocean.



There are two speed arrows on this track as well, the first one being after the first tunnel on the outside of the track and the second being on the inside of the track just after the second tunnel.

#### Track 3: Harbor Road Type: On-Road Level: Hard

One of the more difficult tracks in the game, this one has a never-ending gauntlet of breakneck turns and curves. Look for the first speed arrow just after the first left past the starting line; it's on the left side of the track. At the fork in the road next to the clock tower, take the right path; it can save you a couple of seconds. Watch out for the dead end! Make a fast right instead of hitting the blockade. A bit past the tunnel you will find another speed arrow lying on the left side of the track. As you go into the straightaway, be sure to stay left for another speed arrow. Finally, there is a shortcut right around the corner after the bridge. Stay to the left, then cut back right in between the two buildings for a final speed arrow and—hopefully—the lead!



#### Track 4: Mountain Road Type: Off-Road Level: Normal

An interesting track with nice scenery, but watch out for the loose dirt and falling rocks. Look for the first speed arrow just as you pass the tunnel on the right side of the track. Stay to the inside here and take the ramp to avoid the big puddle of water. The last speed arrow lies on the right side of the track just before the finish line.







## Track 5: Ruins

**Road Type:** Off-Road

**Level:** Easy

This track is pretty straightforward, but has a couple of surprises in store. Watch out for the first speed arrow; driving too fast toward it will result in your racer flipping! At the circle you can go either right or left, but watch for the spikes jutting out of the road. Just past the circle you'll see another speed arrow sitting on the inside of the track. The big lake in this course is the only part of the game where you need the aqua tires; it will slow you down a tad. Even though there is a final speed arrow here, ignore it and head in between the vertical rock and the side of the mountain to save time.

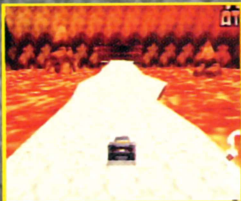


## Track 6: Volcano

**Road Type:** Off-Road

**Level:** Hard

By far the most annoying and difficult in the game, this track will try your patience. Right after the beginning as you head out of the canyon, stay to the right for a speed arrow and an early lead. Although you can also take the low road, the high road is quite a bit faster, with another speed arrow hiding on the left side of the mountain curve. As you come into the large open area, you will definitely want to slow down. Just on the other side of the tunnel is a bridge surrounded on both sides by lava! To make things worse, lava splashes up on the track and has the same effect as a missile if you are close. Be cautious! Just past this and through the next tunnel is a bridge surrounded by water. Aqua tires won't save you if you fall in here! The final bridge is suspended across a chasm just past the last tunnel. Hot brakes, anyone? As you come out of the last tunnel, head down to the bottom for a boost of speed, then head back up the side of the mountain to the finish line.



## Track 7: Alpine

**Road Type:** Icy

**Level:** Normal

Icy roads can be dangerous, but only if you don't have your studded tires. Put these bad boys on and you should have no trouble with this stage. Immediately after the starting line, head straight over to the wooden ramp to get a big boost of speed as you head for the tunnel. When you come out of the tunnel, take the left path and hit another speed arrow, heading straight as you jet past the hill. Although there are two more speed arrows here (one on the left and one on the right), just ignore them. You'll slow down if you go out of your way to hit them.



## Track 8: Caves

**Road Type:** Icy

**Level:** Normal

Frozen toes! Frozen toes! After coming out of the first cavern, watch for an immediate right to make a sharp turn onto the bridge. As you travel through the next cavern, be on the lookout for falling icicles and be sure to stay on the inside so you don't fall in the icy river below. Also, watch for a speed arrow on the inside of the track, and another right before exiting the second part of the cavern. One final speed arrow can be found off to the left just before the finish line.



## Track 9: Ice

**Road Type:** Icy Road

**Level:** Hard

Another tough level; this track will need some practice to master. Watch for a speed arrow just past the start, on the inside wall of the third curve. When coming off the jump after the ship, stay to the right to avoid running into a wall of ice. Look for the next speed arrow just to the right of the black and yellow flag. Look for one final speed arrow as you come out of the under-sea tunnel, just past the ice bridge on your right.



After earning a gold medal in each track, you will be able to race in a different class. If you are having trouble with a particular course, try practicing the course in time trial mode. Learning the contours and corners of each track will definitely give you an edge, especially when competing in the dreaded "AA" class. With some persistence, you will be able to beat the computer racers with ease and locate all the hidden items and weapons!




















**K**oei's new fighting game combines a standard fighting system with the long-range attacks of *Virtual On* and the unrestricted movement and complex areas of *Bushido Blade*. Fortunately, *Destrega* does not suffer from the hollow feel that often results when a game mashes together elements of other games. Developer Omega Force has integrated these elements in a way that makes sense, providing a surprisingly deep and satisfying fighting experience on a number of levels.

Most of the characters behave in a similar manner when fighting up close. The key factors here are the characters' speed and the strength of their physical attacks (which are not always similar to the strength of their magic attacks). Physical attacks can only be executed when the two characters are sufficiently close to each other, at which time both fighters' charge gauges will turn red. Since most of the game involves a lot of running around, the physical battles tend to be very brief. Once someone gets the first hit in, it's very easy to follow it up with some kind of combo and knock the other player down. I recommend initiating physical battles with the □ button, since it's much faster to execute than the other attacks and it's impossible to start a combo with any of the other buttons. Attacks using the △ button are very powerful, but they're too slow and should only be used within a combo. ○ button moves are even slower and are easier to miss with, since this attack makes your character vault over (or move around) the other before attacking.



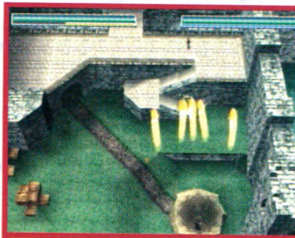
## A screenshot from a 3D game environment. It shows a stone wall on the left, a grassy area in the center, and a small structure on the right. There are some yellowish-green objects on the ground. The image is framed by a red border.

All of the game's magic attacks are different and behave in a variety of ways. As with physical attacks, you have your choice of three basic moves. The  button will execute your Speed magic, the  button will execute your Power magic and the  button will execute your Wide magic. Speed magic travels the fastest, but delivers the weakest blows. Conversely, Power magic will inflict the most damage but travels more slowly. Wide magic's properties are somewhere in the middle of the other two, depending on the character. Once you initiate a magic attack, you have the option of increasing the level of attack (at the expense of taking more time for it to charge and consuming more of the charge gauge) by immediately pressing additional attack buttons after the first. For example,  is a level 1 Power attack,   is a level 2 Power attack and    is a level 3 Power attack. Note that you can mix up

the buttons for some interesting results:   is a level 2 Power attack and   is a level 2 Power-Wide attack, while   is a level 2 Wide-Power attack. You can also do similar combinations with level 3 attacks. The important thing to remember is that the order of the buttons pressed does matter. The first button you press determines the primary properties of your attack, and subsequent button presses simply modify it with either extra speed, power or spreading ability. The only exception here is when you perform a level 3 attack with three different buttons in any order. When you do this, your character will execute his or her special magic attack, which consumes the entire charge gauge.

After some practice, you'll be able to immediately recognize what type and level of attack your opponent is charging up for before he or she releases that attack. This is because you'll be able to hear the character speak the type of magic either one, two, or three times depending on the level of attack. For Speed attacks, the character will say, "Til!" For Power attacks, "Asu!" For Wide attacks, "Fo!" It's difficult to get used to because each character pronounces these words slightly differently. The reason why this information is useful is because if you can react quickly enough, you can respond with a magic attack that can overtake your opponent's attack. Here's a chart of which attack you should use when you hear each word coming from your opponent:

Opponent Says	Counterattack Using
"Til!" (Speed)	○ (Wide)
"Asu!" (Power)	□ (Speed)
"Fo!" (Wide)	△ (Power)



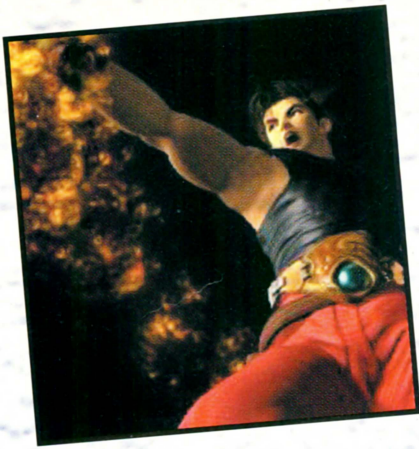
Press ,  for a level 2 Power-Wide attack...



...or ○, △ for a level 2 Wide-Power attack.

Opponent Says	Counterattack Using
"Til!" (Speed)	○ (Wide)
"Asu!" (Power)	□ (Speed)
"Fo!" (Wide)	△ (Power)





## BATTLE TACTICS

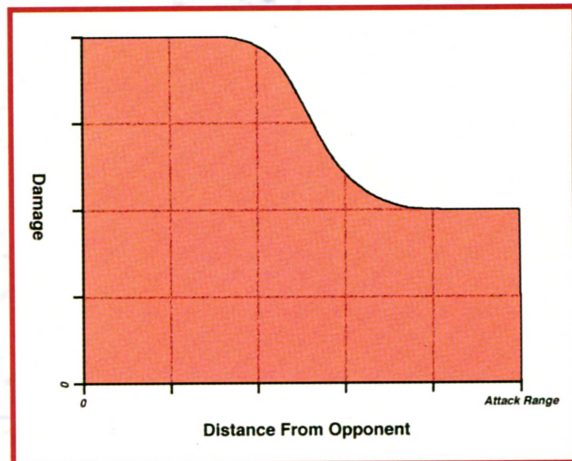
A few points you may have missed:

- When the other player gets knocked down, the amount of time it takes for them to get up is directly proportional to how much damage your attack inflicted. While lying on the ground, a character can still be damaged from magic attacks; however, the amount of damage received is very small. For this reason, it's not wise to attack a fallen opponent unless he or she has very little health left.



- It is possible to perform magic attacks at very close range. With your charge gauge maxed out, get in close to your opponent and jump. Notice that the gauge changes from red to blue as soon as you leave the ground. If you jump and press an attack button immediately afterward, your character will release a magic attack instead of a physical attack, even though you're basically still the same distance away. If you perform this technique with a magic attack that won't knock down your opponent, you can tack it in front of one of the combos discussed earlier for an even more devastating effect. Try it out with Kuga for some really big combos!

- Most magic attacks decrease in attack power as they travel greater distances to reach a faraway opponent. However, this relationship is not linear. Usually, your magic attack will remain at maximum power until you reach a certain distance from your enemy, at which point its power will drop sharply as you move farther away and eventually reach the limit of its attack range. If you experiment with magic attacks to determine the distances at which they start to lose their power, you can maximize their effectiveness by staying within those ranges when you use them.



- Physical attacks on inclines are always sketchy. Needless to say, it's always easier to physically attack if you're situated below your enemy on a hill.

- Any kind of attack will inflict 20% more damage if it strikes your opponent from behind.



## COMBOS

The Combo system in *Destrega* is fairly simple. Some magic attacks will automatically hit your opponent multiple times. As for physical attacks, combos should always start with up to three presses of the **□** button, followed by either the **△** button or a fourth press of the **□** button. (You'll never get away with two **△** attacks.) Any press of the **△** button will knock your opponent down, as will the fourth **□** button. The **○** button is far too slow to use in any combo. The quality of the combo and the number of hits you actually get in will depend on the position and orientation of both players. Specifically, it will be easier to get more hits in if you're facing the other player's back. In some cases you will be able to deliver a level 1 magic attack just after the your last physical attack to score a fifth or sixth hit. If you decide not to finish the combo with a magic attack, it's a useful technique to follow it up with your character's special magic attack. Even though it technically won't be a part of the combo, the position you and your opponent end up in make it ideal for this kind of maneuver. By the end of the combo, since you've been using only physical attacks, your charge gauge will have had time to fill up almost completely and your opponent will be on the ground some distance away from you. Once your charge gauge is completely full, go ahead and execute your special magic attack. If you execute it quickly enough, your attack will finish charging after your opponent has gotten up and before he or she has had any time to attack (or to get out of the way).







# CHARACTERS

Here's a rundown of all the characters along with some useful details:

- The Physical Attack Rating gives the relative strength of that character's physical attacks. It was computed by taking the sum of the damage inflicted by all three of each character's physical attacks to both the front and back of an opponent.
- The Speed Rating gives the walking speed of each character. It was computed by measuring how long it took in seconds for each character to traverse a section of ground, so smaller numbers indicate faster speed.
- The Damage column in the Magic section shows how much damage one projectile inflicts for a given magic attack at maximum power.
- The Range column gives the relative travelling distance of a projectile before it disappears. 6 is roughly equivalent of the entire width of a battle area.
- The Special Properties column gives additional information about the given magic attack. If a magic attack is composed of only one projectile and doesn't behave in any special way, then nothing is listed. Note that all magic attacks described are assuming that the attack is performed from the ground. Some attacks change slightly when the player is in the air. Here's a quick glossary of some of the terms I'll be using in this section:

- Regular**..... Projectiles are emitted in an even and identical pattern every time the attack is performed.
- Random**..... Projectiles are emitted in a random pattern.
- Sequential**..... Projectiles are emitted one after another.
- Simultaneous**... Projectiles are emitted at the same time.
- Napalm**..... The attack begins with the projectiles in the air and arcs downward toward the ground. It continues toward the opponent after hitting the ground.
- Reflective**..... Projectiles will reflect off of any wall they run into.
- Arcing**..... Projectiles will change direction in mid-flight after covering a pre-set distance.

The above properties are in addition to the natural homing ability of each attack.



## ROSEN

Physical Attack Rating—98  
Speed Rating—4.8

### Magic

Type	Damage	Range	Special Properties
□	24	4.5	arcing
△	35	2	
○	24	3.5	5 projectiles, regular, simultaneous, arcing



## FALMA

Physical Attack Rating—104  
Speed Rating—4.4

### Magic

Type	Damage	Range	Special Properties
□	22	6	
△	36	3	napalm
○	22	4	3 projectiles, regular, simultaneous, reflective



## DOIL

Physical Attack Rating—123  
Speed Rating—4.75

### Magic

Type	Damage	Range	Special Properties
□	24	5	
△	40	4.5	napalm
○	24	2	5 projectiles, regular, sequential



## REUS

Physical Attack Rating—85  
Speed Rating—4.0

### Magic

Type	Damage	Range	Special Properties
□	18	6	
△	22	3.5	napalm
○	20	2.5	3 projectiles, random, sequential



## KUGA

Physical Attack Rating—91  
Speed Rating—4.4

### Magic

Type	Damage	Range	Special Properties
□	6	6	3 projectiles, sequential
△	34	4	
○	20	4.5	3 projectiles, regular, simultaneous, arcing

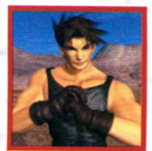


## GRAD

Physical Attack Rating—112  
Speed Rating—4.8

### Magic

Type	Damage	Range	Special Properties
□	20	6	
△	40	3	
○	24	3.5	3 projectiles, regular, simultaneous, arcing











**W**elcome back! This is the second installment in our coverage of Lara's continuing saga. There's still a lot to go over, so let's get started!

by Anatole Brown



# TOMB RAIDER

## ADVENTURES OF LARA CROFT

### III

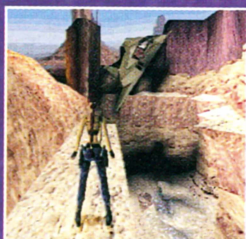
### Part 2



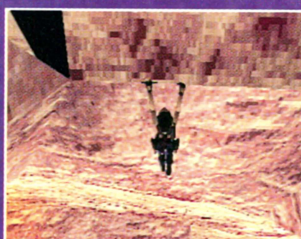
## Nevada Desert



Watch for the two vultures and the snake in the grass. Make your way through the cave, then slide down backwards and grab the end of the first ledge. Shimmy to the right and drop down safely to the first secret area. Push the block out to exit.



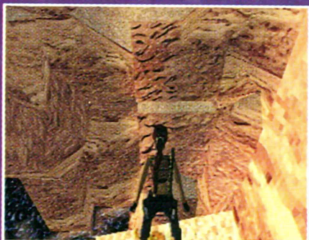
Move out to the high canyons. Duck—it's a stealth bomber! Jump to the right ledge and make your way around. Watch out for the snake in the bush!



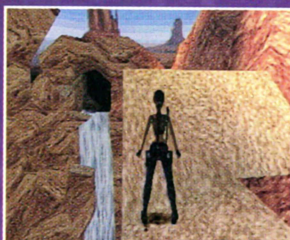
At the end of the path, jump on the sloping surface and slide down backwards to grab the ledge. Shimmy across and drop safely below. Do a long jump across to the jutting cliffs. Kill the snake, then dive into the long chute to the water below.



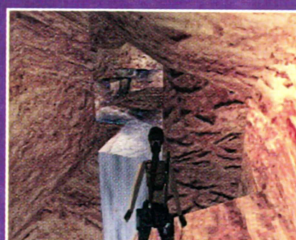
You'll arrive at an area between two canyon walls with a pool below. Jump into the pool for tons of items. Climb out of the water near the waterfall, then climb up and do a running jump to the other side. Now jump back to the other side and climb the wall.



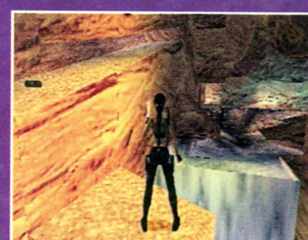
You'll end up where you started. Start hopping around the canyon walls by jumping to the right ledge. At the end, jump across the pool to the other side. You can climb the face of the wall down to a shimmy spot which leads you into the second secret area.



After facing the snake, you will see Stealth Bombers fly overhead. Right at that spot, you will see a sloping triangular rock face. Jump over it, slide down and quickly grab the ledge to shimmy across and hoist yourself up to the crystal.



Drop down and grab the ledge directly below. Use the patterned ceiling above and monkey-bar your way toward the waterfalls. Climb to the top of the wall by the waterfall and do a backflip to the ledge behind.



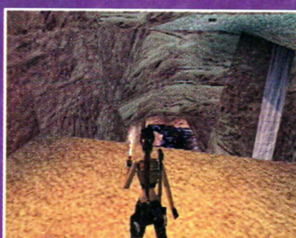
Now face left and jump over the sloped platform, sliding and jumping to the other side. Use the jutting platforms to get across the water and reach the patch of land ahead. Look for a small crawlspace that will lead you to the third secret.



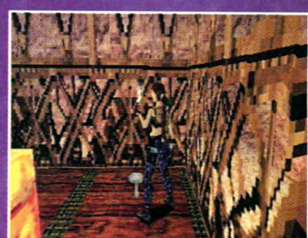
You'll see a giant machine ahead. Watch for the thug behind it and find the ladder to climb up. Follow the aqueduct to the other end.



There are two levers in the pool. The lever to the right opens a gate directly across it to reveal rockets. The lever behind the rocks in the far corner opens the floor gate in the water. Enter the opened floor and pull the two levers inside, then you can follow the tunnel out to the surface. At the end of the hall is a lever.



You'll notice that a dry path is now available after the dam blocked off the flow of water. Follow the path, drop down and head to the big machine area. You'll find some items along the way, including rockets in a cove behind a waterfall.



Find a path near the machine and follow it to the cage, which is now open. Kill the thug and grab the Detonator Switch, then head back to the canyons and detonate the TNT box. Be sure to jump quickly out of the boulder's way when you hit the explosives.





Climb up the debris and out to the high security compound. Follow the fence around to the right and crawl into the crawl space. Jump up and grab the ledge above instead of dropping below. Inside is a pool with two levers; pull them both.



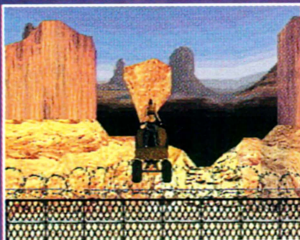
Now head back out to the fenced area and enter the cave to the left. Kill the snakes and enter the open door to flip a switch. Now head back to the crawlspace; this time, drop down to another crawl space that takes you to a tower.



Kill the guards, then climb up the tower and jump in the water. Climb out and do a running jump to land on the roof of the fenced-in building. Kill the guards and enter the warehouse to get on the dune buggy.



Use the dune buggy to ride up the big silver ramp to the roof. Grab the Generator Access Card from the roof and use it to open the room in the office.

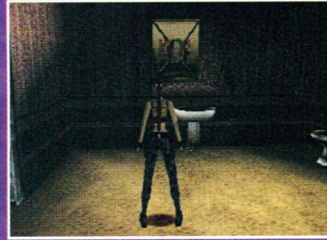


Hit the switch in the office to disable the electric fence. Now you can open the gate, ride through the cave, blast up the rock ramp and sail over the fence to finish the level!

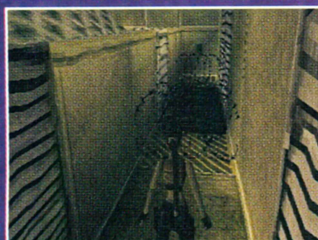
## High Security Compound



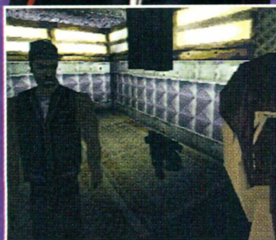
Lara finds herself in a holding cell once again, just like in *Tomb Raider II*. Trip the lasers by the window to let the guard in. Run out and open the other cells to let the other prisoners out; they will beat the guard down for you!



Find the far left cell with a passage behind the sink. Push the block once, then crawl through and push the revealed block twice. Go to the first block and pull it twice, then go back around to find the secret. Pull yourself up to a passage outside. Run and jump over the barbed wire pit.



Use the walk button to get through the barbed wire at the end and hit the switch. The floor hatch will open, revealing a ladder. Don't go all the way down to the wire pit; instead, move to the left and drop down to a dark path. Follow the path around and you will drop down again to find a hatch.



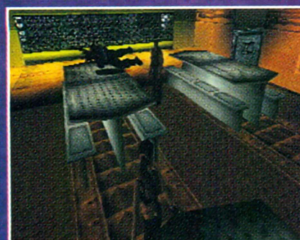
Hit the switch to open the door and let all the thugs in; they'll take care of the guard for you. The guard will leave a Keycard Type A. Use this keycard to open the gate. Head down the hall and make a left, then hit the switch and enter the bathroom.



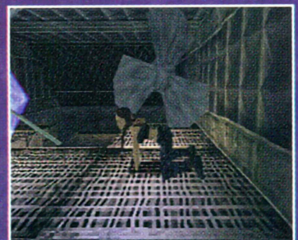
Go through the door at the end of the bathroom. You will enter an area with a few crates. Push and pull one of the crates around to gain access to the hole in the ceiling. Hit the switch at the end of the hall to fill the crate room with water; this allows you to swim through to the other hole you couldn't reach before.



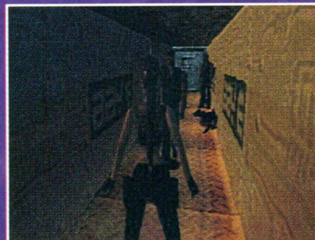
Jump over the hole below—the stove is on. Head down the path (over the barbed wire) and drop down into the room below. Hit the switch and the stove will turn off. Now head back and drop down to the stove top.



Hit the first button and a guard will come out. Head down the hall to the right and hit the switch there to let the thugs out. If you can get the guard to chase you into the cafeteria, the thugs will jump him. Head into the room where the guards came from and hit the switch to open the fan vents in the kitchen.



Be careful as you move past the fan blades. Jump across to grab the shimmy spot, move left, then drop down and jump across to the other side so Lara can stand safely. Climb up, crawl through and go up the ladder. A prisoner will open a hatch for you; drop in.

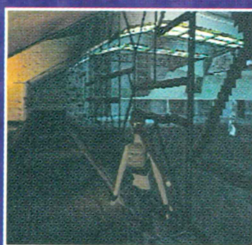


A guard will greet you at the top of the slope. Keep running to the right and fall into the floor. Open the holding cell doors and let some friendly thugs save you from the guard. The guard will leave behind Keycard Type B. Go back outside, use the keycard, enter the room and hit the switch to turn off the green lasers.



Now that the path is safe, head over to the ladder and go down. Make a left after the ladder and fall down into another area with holding cells. As before, release the prisoners so they can do their business. Grab the Yellow Security Pass from the dead guard, then head back out the hallway to an outside area with anti-aircraft guns. Insert the security pass to open the door.

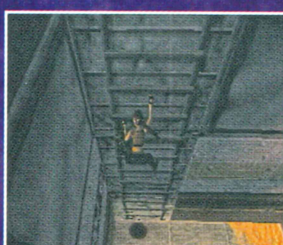




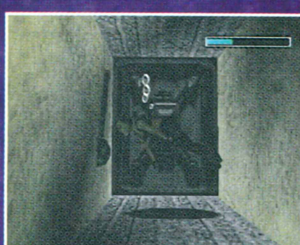
Make your way around the aircraft and down a yellow path. You can either take the crawl space and avoid the guard ahead, or—better yet—head down the slope and over the block to hit a laser switch. Watch the guard fry!



Go toward the satellite dish. Right before the dish, there is an opening to the left. Do a back flip into the opening. Find the switch that opens the dish, then dive into the hole and get out of the water. Hop around the perimeter to find a crawl space patterned with circuit boards. Crawl through and hit the switch, then go in the water and swim to another circuit board crawl space.



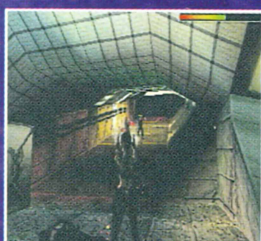
Go around the tower and up a ladder. Take the hall to another crawl-space. Grab the Yellow Security Pass at the end. Head down the ladder near the dirt-covered tunnel. You'll end up in a room with a huge window overlooking the water below. Insert the security pass.



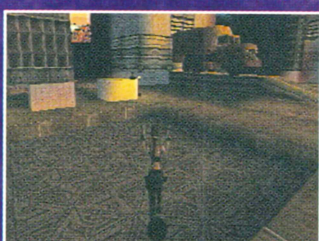
Now you can enter the hole in the pool without getting sucked in by the fan. Grab the crystal and pull the lever at the end. Swim through, but be very careful of the yellow lasers that line the surface of the water at the other end. Jump into the next pool and head to the warehouse area.



Climb over the crates and hit the switch to open a door. The new room will have a bunch of weapons. It's time to rock! To find a secret, head back through the pools, go back to the tower and climb up the ladder on the wall. You'll see a guard; kill him and take Keycard Type B to open the door just ahead.



Head back out to the warehouse area and over to the back gate. Kill the guards and dogs, then climb up the ladder. Hit both of the switches. The conveyor belt will deliver a crate for you to climb up on.



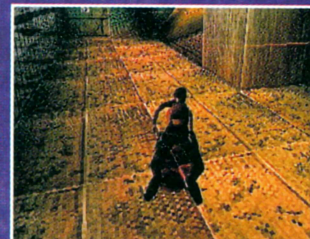
From the box, use the ceiling to get across to the stairs. Kill the guard and take the Yellow Security Pass. Get back to the warehouse and use the pass to gain access to the next area. Head into the storage space to the right of the truck. Kill some enemies—you'll find grenades amongst the crates—and enter the back of the truck to end the level.



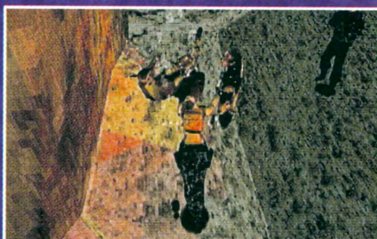
## Area 51



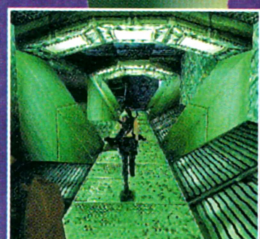
Chase the guard around the hall and kill him before he hits the switch on the wall. You'll have access to an MP5 as long as he doesn't set off the lasers. Push the button and enter the crawl space.



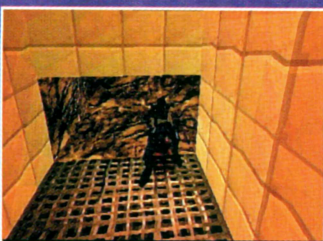
Pull yourself up into a dark area. Stay low so you don't get fried by the revolving laser. At one end is a large health pack (if you're feeling brave). The other side is the way out. Release the prisoner in the next area and kill the guard before he activates the lasers. If the lasers are activated, you can use the crawl space to the right to get through.



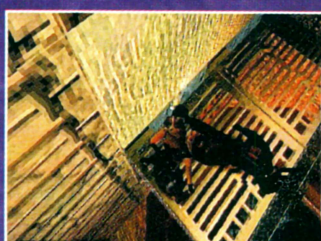
Head down the next hall and kill the guard. At the end of the hall is a switch which which opens a hatch, dropping you down outside. Kill the guard with the laser-scope before he releases the dogs. Grab the items in this area and drop down into the middle section; there you'll find a lever that drops you down even lower. If you killed the guard above before he released the dogs, a secret crawl space will be available.



Crawl through the other space and enter a hall with a guard. There's a prisoner you can release on the other end. These prisoners aren't as strong as the previous guys, so don't expect too much help! Find the crawl space at the other end of the hall so you can bypass the trip lasers.

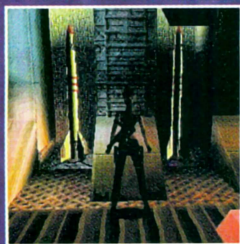


Kill the guard at the end of the hall and peek into the monitors to see others waiting. The middle door will close as you approach it. Be ready for the two guards that pop out of the side doors. Hit the switch and go through another crawl space, then go past the lasers and kill the oncoming guard.

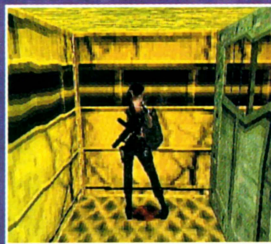


In the next area there's a guard up in the rafters. Shoot him down, then use the ladder to get to him and frisk his corpse for a Code Clearance Disk. Now go back down to the missile/warhead room. Jump over the green trip lasers and insert the disk into the computer; the missiles will lift. Oh yeah; there's also a secret wall you can shoot out with your guns on the platform near the consoles.

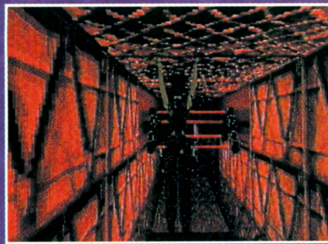




Climb up the large block, being careful not to get hit by the swinging crane. Jump onto the deck below and do a running jump to the ladder across. Climb and do a back flip to the surface behind you. Kill the guard up there, then go get his Hangar Access Key.



Go back to the silo area and go through the door. Keep going without dropping down in the hole. At the end is a hole for the Hangar Access Key. Use it and enter. Kill the guard and jump down near the monorail tracks. Climb the ladder at the left end and hit the switch to release a train.



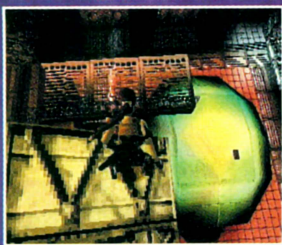
Get back down and crawl under the tracks to a ladder. Climb up, grab the items and jump on top of the train. Now look up; you'll see a ledge that you can hoist up to. Grab the ceiling above to avoid the falling floors. Quickly—but carefully—follow the revolving lasers and drop down at the end. Climb down the ladder, then jump across the tracks to the platform and eliminate the guard there.



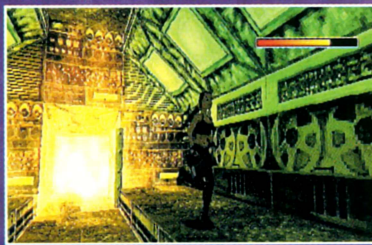
Kill the guard before he sets off the security system. There are two switches on the two opposing platforms. Get on the machine in the middle to jump to them. Each switch will open the two doors to the next room, but they are timed so you'll have to be quick. Each switch also sends out a guard; you may have to hit each switch twice in order to make it through before they close.



In the next room there are five switches. Turn them on in the following order from left to right: off, on, off, on and on. The door above will open. Head back to the UFO room.



Hit the switch near the ladder, then climb and do a back flip to a surface behind. Jump around the perimeter of the room. The jutting ledges may be sloped but Lara can land on some of them. Drop down to the ledge below and jump onto the UFO to get the Launch Code Pass.



Now head back to the silo area. Go through the hall and into the hole that drops down. Enter the launch room and use the code pass. The glass plate will open, allowing you to push the button. Save the game here! Press the button, do a flip and run out the open door and down the hall before you get toasted! If you remember *Tomb Raider II*, you know that you gotta start moving even while you're watching a cut-scene!



Go back into the empty silo. The ladder now allows you to go all the way up to the top. Crawl through the laser-protected corridor and climb outside. Kill the guards and enter the room to the right. Kill the guard in there and grab his Code Clearance Disk. Next, hit the switch and head back to the UFO room.



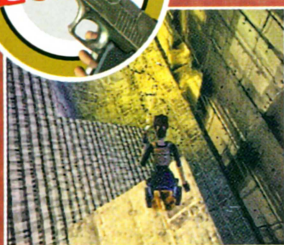
Enter the control room by the UFO and use the code disk. Check out the alien autopsy (real or fake?) and grab some items. Keep heading out to the whale aquarium, grab some items and say "hi" to the crucified alien. The entrance to the secret aquarium is up in the rafters above the UFO. Instead of dropping down to the platform above the UFO, run and jump to the open path in the wall and avoid the lasers.



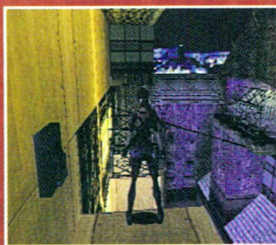
Now get back to the UFO and enter it from the bottom. Go up to the next level of the craft and kill the guards. Grab Element 115 in the center console and the level ends!



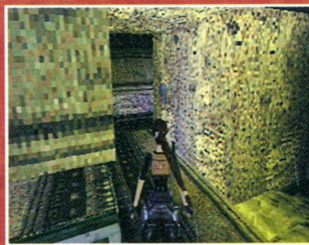
## Thames Wharf



Right at the start, jump over the roof and into an area below. Grab the items, climb over the wall and jump onto the crane. Follow it to the end and jump to the right. If you drop down now, you'll see a hole near the barbed wire below. Enter the hole for a secret—but watch for the rats!



Head back to the starting point and drop down to the steel platform towards the crane. Drop, grab the edge, then drop below and immediately jump and grab the other side. Push the button to raise the platform on the other building.

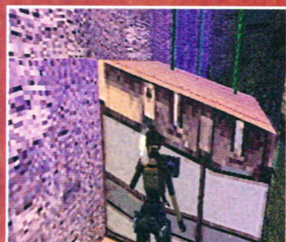


Make like a monkey and swing across to drop down on the block. Grab the bar and zip across to the other side. Quickly grab the edge and drop down below to grab a shimmy spot. Move to the left and climb up onto the platform you raised earlier. Kill the guard and hit the switch.

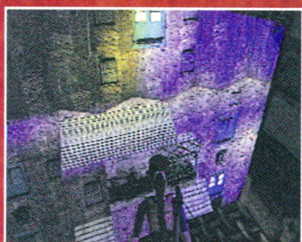


Enter the dark room and hop over the falling platform to the other side. Kill the rats and head around the corridor to kill a guard. Grab the Flue Room Key from his body. Start going down into the dark void below by jumping and dropping down onto the platforms. At the bottom, grab the crystal and hit the switch near the ladder.

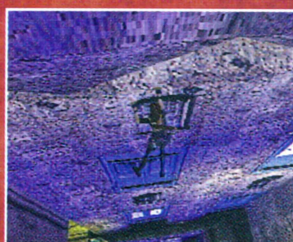




Back outside, drop down to the platform below. Look up above the green door; there's an opening! Jump up, grab the opening and shimmy to the right. There are secret items in three holes. Go back to the platform and find the crawl space above. Climb through to the other side and push the button on the block.



Crawl back to the other side and drop down to the ground below. Kill the guard with the laser scope and grab the save crystal. Climb the blocks up to the platform and use the ladder to go back up to the top (the starting point). Drop down to the platform right next to the bridge. From there, do a long jump to the other building.



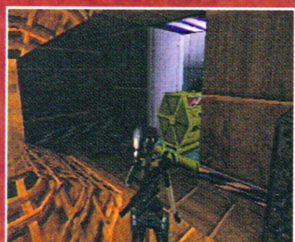
Grab the wall and start shimmying across to the right. Climb up into the upper level, do a jump to the other building, then push the switch that you exposed earlier. The scaffolding will now be raised so you can access the hole for the Flue Room Key. Watch the flames as you head out.



Head back to the previous spot and take the lower path to the hole where the flames used to be. You'll find a secret area if you jump up to the area just above the hole. Enter the hole and out to the scaffolding side again. Jump across to the hole on the other side and make your way into the next puzzle set!



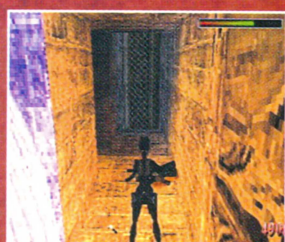
Push the switch to fill the second tank down the hall with water. Enter that tank and pull the underwater lever to open a floor hatch in the first tank. Climb out, hit the switch outside again and enter the first tank to enter the opened hatch. The swinging blades are now relaxed because you reversed the flow with the switch outside.



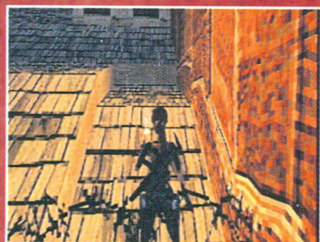
Climb down into a dark room. There's a strange vehicle with electric blades running loose. Grab the steel mesh crate and pull it out. Push and pull it around to the right side of the fuse box while dodging the vehicle. The vehicle will have no place to go and crash into the fuse box and short out!



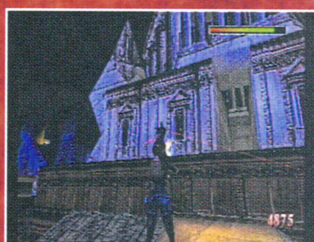
Head back into the main room and hit the exposed switch plus the first coverless switch. Dive in the second pool and swim to the entrance that leads to the third pool. Kill the guard and hit the switch to uncover the next switch in the main room. Use the monkey bar action above the steel platform since now the water is gone from the third tank. You'll end up in the second tank.



Hit the uncovered switch to fill up tank three. Enter the opened hatch in tank three and swim all the way through the tunnel to a large pool. Find a small opening and climb out, then take out the guard and climb the ladder.

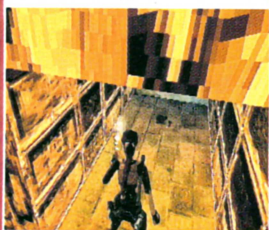


Don't be intimidated by the barbed wire; just use the walk button to get to the steel platform and hoist yourself up. Now jump to the other barbed wire area—don't worry, you'll grab the ledge and slowly pull yourself up. Jump up to the roof and head for the steeple.

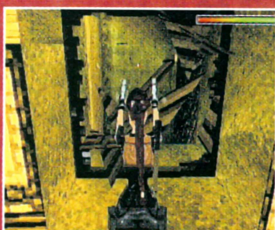


Eliminate the guards by the steeple and enter it. There's a stone column in the center that can be pulled out. Climb up the block to the roof, jump across to the right and find the secret Cathedral Key. Get back to the steeple area. The exit for this level is on the other side of the steeple, through the parted fence. Instead, head to the left of the parted fence and climb down to another secret area before exiting.

## Aldwych



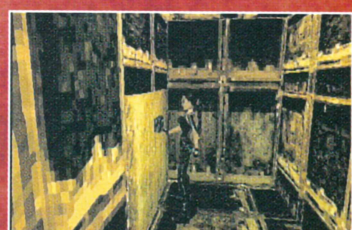
This is a pretty lengthy level, so hang in there! As soon as the level starts, Lara will be falling. Make sure you have the X button held down so you can grab the ledge below. Grab the items and drop into the water.



Down the hall you'll see a boarded-up window on the right which you can shoot through. Grab the crystal and head up the wall. You'll be up in the roof area with a lot of items. Kill the thug, then go around to the back and pull the stone block out once.

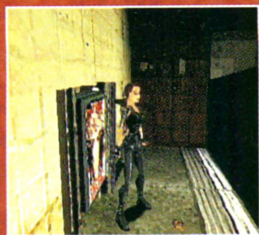


Drop down to the ticketing area and defeat the torch-wielding thug. Hop to the next ticketing machine, then jump up to the block you just pulled out and start climbing. Climb down the next hole and you'll be behind the token booth, where you will find the Maintenance Key.

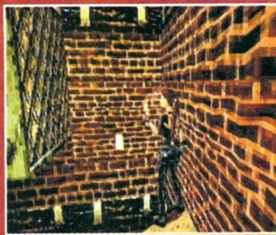


Now head down the escalators on the right side. At the bottom of the escalator, jump across to the big mud pile and onto the train platform. Do not enter the tunnels or Lara will be nailed by a train, just like that lady in the *Banned from Television* video! Use the Maintenance Key and enter. Grab some items and turn on the lights.





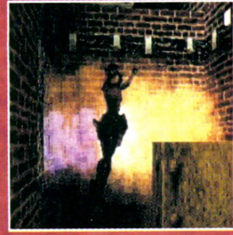
Go back out to the platform and find the Old Penny that's near the lit-up poster. Now jump into the pit right before the escalator to enter the subway tunnel. Head to the side with the white light. There's a doorway to the right. Dash in there before you get smacked by the train.



Enter the storage room with the crates and take care of the enemies in there. Climb up and jump across to the other crates to find a square opening with a switch between the crates. Hit the switch to turn on a light, then head up and jump up to the wall; you can climb up. Use the steel ceiling above to get across to the other side.



Now for the tricky part. Save your game here, 'cause it'll take some practice to avoid the giant grinder! Slide down the slope backwards and grab the edge. Drop down to the brittle platform and immediately do a left side jump. When you slide down to the edge, jump and grab the platform across. The platform will break and drop you down. Let yourself fall and grab the edge below. On the sloped platform, hoist up and do a back flip to the platform behind. Whew! There's a secret area in the pit just below.



Start heading back up! Climb the grated wall and time your moves to avoid getting burned by the spewing flames. Head up the next grated wall and do a back flip onto the platform behind to hit the switch that opens the hatch in the crate room.



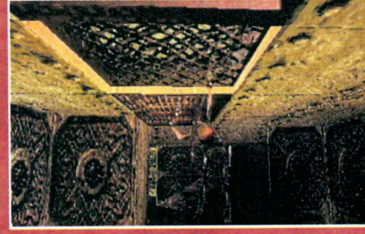
Head back up to the grinder area and you'll see that you can now walk across on top of the grinder. You will find Solomon's Key on the other side. Now head back to the crates and enter the newly opened hatch.



In the next area there's a couple of closed doors and stairs. Find the collapsible floor and drop down. Pull the block and climb back out. Drop down into the open hole. Go down the hall and go through the crawl space.



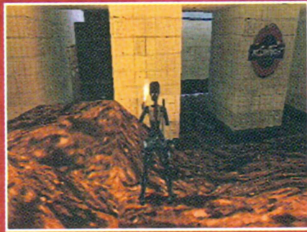
There are two buttons here and three doors in the pool room around the corner. Hit the button on the right and sprint around the corner to the farthest door. These doors are timed, so it'll take some practice to make it through. Press the switch inside and take the hallway back around to the buttons.



Hit the button on the right again and now sprint to the middle door. Climb up the opened hatch and hit the switch in there. Now go back out and push the left button and sprint to the left side door. You can now jump up and grab the ceiling to get across and grab Solomon's Key. Now jump in the pool and head back to the ticketing area.



Find the ticketing machine without a glass covering. Insert the Old Penny and a ticket will drop to the floor. Now go down the left set of escalators. Head all the way down to the end and you'll see another boarded-up window that you shoot for secrets. Climb out and go out to the platform.



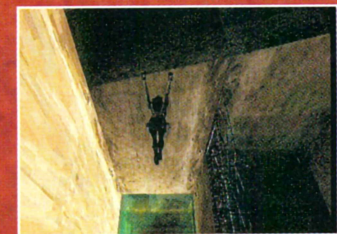
Jump down to the train tracks and start heading to the red lighted area to the right. Use the sprint button and pull out your guns to shoot the thug. Follow him into an open door before you get decked by the oncoming train. Hit the switch inside and go out to the first door for a crystal. Now enter the last door and press the button.



Here's a little puzzle. Go to the far back corner; you'll see two buttons on each side. Push the one on the right. Go toward the door you came in; to the left is another switch you should push. A new area with two buttons is opened to the right when you stand with your back to the entrance. Hit the button to the left and start heading around the dark hallway you opened.



You'll see some paintings that lead the way to a large gallery. You can jump in the red curtain above the falling platform to get an Ornate Star. Use the two Solomon's Keys in the podiums to open the door with the two swords. Go in the door—while watching for the falling floor—and grab the Masonic Mallet.



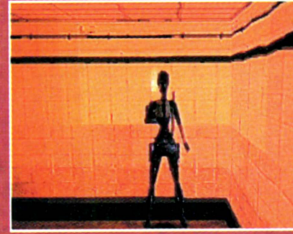
Head into the opened room and jump into the corner of water. Swim to the other side and you'll reach another pool. Climb out and jump off the big block to grab the shimmy spot. Crawl through and grab the grating above, then place the Ticket in the ticket gate. Kill the thug, then use the Ornate Key to enter the booth and climb up the hole for secrets.



Go back into the burning room, head down the escalator and break the bar on the door with the Masonic Mallet. Push the button and hop up to the level above for a secret. Drop down into the blue hallway and go all the way down to the next subway platform. There's an item in the far mud pile and another atop the train.



Go back to the hall and drop down the hole. Crawl through and enter the train. Push the button inside, then exit the train through the opened hatch. You'll end up in a hallway with some more thugs.

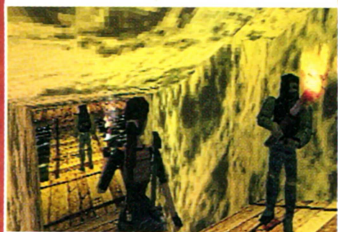


The slope leads to the level exit, but right before it is a room with two switches. Hit both of them, then go back through the train and into the station, where you'll find an open door with more secrets. Hit the switch in there to open a train door in the new room and make your way back to the slope to exit.

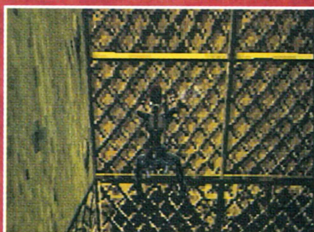




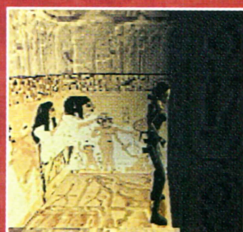
## Lud's Gate



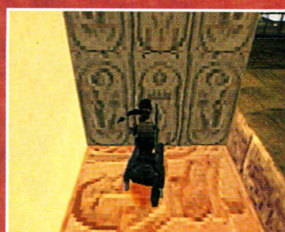
Don't shoot the thugs in this level! They're here to show you the way. Follow one of them down to two doors. The one on the left is a trap, but it does contain the first secret; just jump up to the ledge above before you get spiked and shimmy to the right. The right door is safer and takes you directly to the climbing wall.



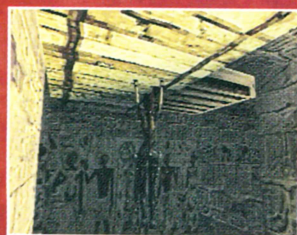
There are two platforms behind you as you climb up. The wall is marked with two lines. At the first line do a back flip, then flip around and grab the ledge for the secret. At the second line, do a back flip to access the crystal. Now get back on the wall and climb up, then crawl through and jump up into the hole above.



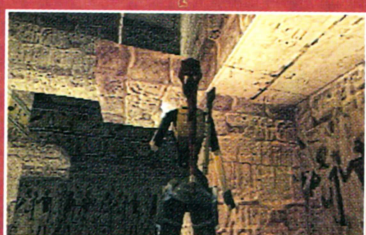
You will find yourself in a room with a block that's covered in hieroglyphics. Pull the block out, then push it to the other end. The large stone wall will come down in the hall to reveal a huge puzzle room.



Enter the structure by climbing up the blocks and up the ladder. Push the block inside once. Climb out and run across to grab the big block. Turn around and get up into the crawl space to get back in the first room. Move the first block again to its original position.



Go back in the puzzle room and grab the monkey bars to get to the switch in the corner.



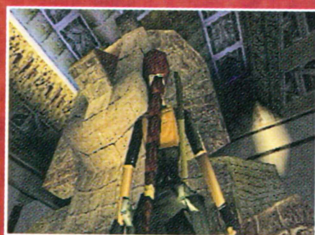
Climb up the blocks again and use the platform to get to the switch. The switch will add another section to the climbing wall so you can go all the way up. Get to the top and make your way around the room by jumping from platform to platform.



Slide down the sloped ramp and jump at the end to grab the other side. Enter the area that you opened by pulling the block earlier.



Jump on the breaking platform ahead, then quickly jump and grab the ledge on the other side. You've finally found the Embalming Fluid for that weird "King of the Underground" dude! Crawl through and drop down into a hall with guards.



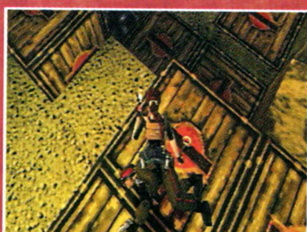
Find the crawl space in the dark corner and go through. Kill the guard and drop into the hole. Grab the ceiling and make your way over the sphinx. As soon as the camera angle changes to the "far" view, let go and drop down. Jump to the platform under the triangular portion of the ceiling, grab the item, jump to the podium, then to the sloped platform, slide and grab the ledge to the secret. Jump to the sphinx and get down. What happened to his nose?



Go up the stairs and get up to the ledge. Look for the secret crawl space across the way. Pull the block out and use it to climb up. Go down the hall and you'll end up between two blocks. Push the first one out of the way and pull the second block twice.



Back to the thugs' lair. Go up to the throne area and place the Embalming Fluid on the pinkish altar with Egyptian symbols. Fall into the opened hole and into the water. Get on the scuba vehicle. There's a breathing hole and a ton of items down here. After you stock up, move on until you surface from the deep.



Get out of the water and dive into the next pool. Pull the underwater lever, swim up the opened hatch, then get out and hit the switch. Dive back in and swim through the new hatch. Come out to the crates and you'll see the diver run away. Kill the guard and grab the Boiler Room Key. (Sound familiar, *TRII* fans?) There's a secret hole in the dark waters.



The narrow strip of water near the dead guard is where the scuba dude is. Dive down and lure him out to the surface and blast him. Do the same for the crocodile swimming past the tunnel. Get on the scuba vehicle and attack this next complex puzzle.



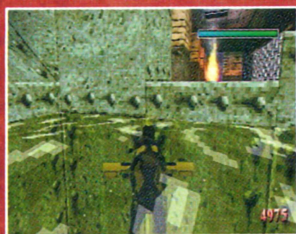
The next area has a two-floor structure with different colored windows. Enter the yellow colored opening next to the one with the vehicle and the dead guy to establish the breathing hole. Swim down and pull the lever down on the first floor. Get some air, then go through the green window and pull the lever in there.





# Tomb Raider III

# PlayStation strategy



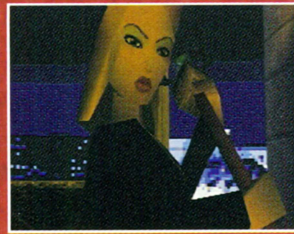
Go through the hatch in the red window and pull the lever in there. A bunch of divers will appear. Use your cool vehicle's harpoon gun and kill 'em all. Go down and through the opened tunnel and come out to the flaming platforms. Pull the underwater lever and get across.



Standard stuff here; just avoid the piston. Grab the ceiling and go across to the hole behind the sheet of water. Use the Boiler Room Key and enter the door. Hit the switch, get back in the water to enter the last red window and go up the tunnel.

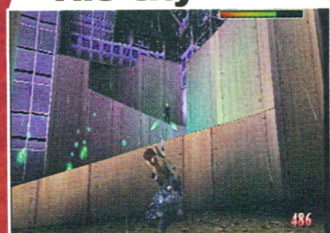


Almost there! Jump across while avoiding the swinging pendulums to the other side. Nail some baddies in the hall, then look up and climb up to the next level.

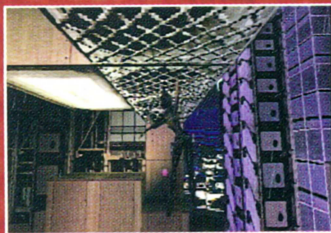


Do a long jump to the opening of the other building, then drop down and grab the ledge. Crawl through, then jump to the other crawl space and end the level. Are Sophia and Lara related, or do all of the girls in the Tomb Raider world look like that?

## The City



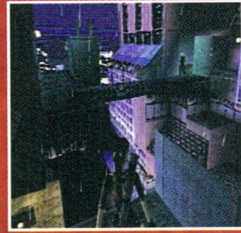
Get out of the office and into the cold. Sophia is blasting her magic wand at you from the rooftops. Keep moving at all costs and make sure you have some health packs. There's no way you can kill her with your weapons, so don't even try. The main mission is to start heading up to where she is.



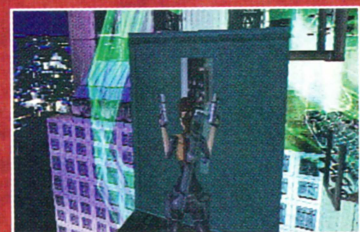
Go up the ramp and up on the block to grab the bottom of the bridge. Make your way across quickly before she starts firing again. Turn around and get up over the bridge. Climb over the block to your left and grab the left edge. Shimmy across and grab the lower spot to get the secret items.



You'll start from the bottom. Work your way up and push the switch at the far end this time. Now you can climb up the ledge.



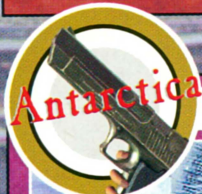
There's a health pack through that crawl space. Jump up over the crawl space and jump to the other side.



It's time to shoot the fuse box and fry Sophia for good. Use the platform just to the right of the bridge to jump to the other side without being electrocuted.



Climb over the block and hit the switch to turn off the power. Grab the Eye of Isis and you're done!



## Antarctica



It's mighty cold in these parts, especially when you dive in the water. Lara's hypothermia meter will tell you how long she has before she dies in the water—and it's not long! Make your way down the right side and all the way to the back by jumping and swimming. You'll reach a spot where you can grab the ceiling and drop down onto the back end of the ship.



Drop into the ship and kill the lame dudes inside. There's a lever behind the generator that opens a hatch in the floor in front. Drop down and head down the hall, pushing the button to enter the next area.



Go down the hole and make your way to a switch that'll drop the lifeboat outside. Head back to where you first entered the boat and climb up to the next level in the room near the generator.



Go out to the front of the ship and go around the deck on the side facing the glacier wall. You'll find a spot where you can jump into the secret cave. Now drop down the front of the ship and get on the yellow boat.





Head down the water path and stop when you see an opening to the left. There's a secret area in there. Get back on and keep going until you come to a hut and a guard. Kill him and look up to see the rafters above; you can use them to get across.



Kill the wolves and the guard in the next area. Enter the dark tunnel and kill even more. When you come out of the tunnel you'll see a building with the RX-Tech logo. Push the button on the wall and head to the hole in the ground with the pipe sticking out of it.



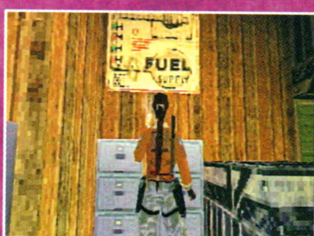
Jump down into the hole. Ignore the valves for now. Keep going to the end and climb out. Once outside, head through the tunnel and you'll see a fenced-in building with dogs running around. Push the button on the fence.



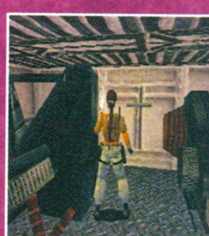
Cross the bridge. There's a wolf in the pit with some items if you drop down. Now go through the cave near the hole with the pipe sticking out. Enter the next building—watch out for the slamming doors. In the building, push the button to open a new area and grab the crowbar.



Go back through the dark tunnel and climb up the rafters by the RX-Tech logo above. Hit the switch and use the crowbar to open the door. Make sure you pick the crowbar up again, 'cause you'll drop it! Grab the ceiling and go across. Drop into the hatch.



Look at the wall; you'll see a poster that tells you the order in which to turn the valves in the pit you were in earlier. Hit the switch and go outside. Go in the hole with the pipe. From left to right, turn the second and fourth valves.



Drop the lever by the generator; now all of the doors that are next to the switches you hit will be open.

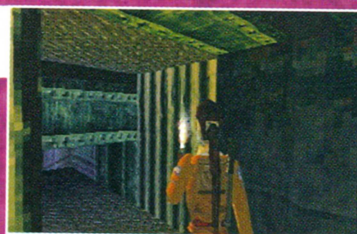


Go back to the fenced building with the dogs and enter. Grab the Gate Control Key inside. Now go all the way back to the hut by your lifeboat. Use the crowbar to get in. Kill the dude and use the key to open the gate.

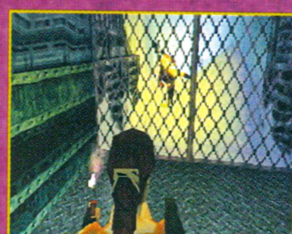


Drive the boat through the gate and stop right here. Dive into the underwater hole to the right and grab the Hut Key. If you head back to that hut at the beginning of the level, you'll be able to open it and find secrets. Otherwise, you can just keep going until you get to the hut at the end. Walk around the back of the hut and the level ends.

## RX-Tech Mines



Look up the wall and you'll see a spot that you can climb into. It may seem like there isn't an exit through the next set of halls, but there is. As you make your way around the halls, you will hear doors open and close behind you. When you hear a door close and the door behind you is still open, backtrack down the hallway and you'll see the crawl space.



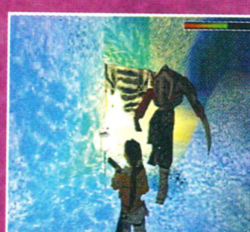
Get down into a caged area and you'll see a guy torch some hapless deformed creatures. Hit the switch and go through the opened hatch. Kill the flamethrower dude and head out to the mine cart area.



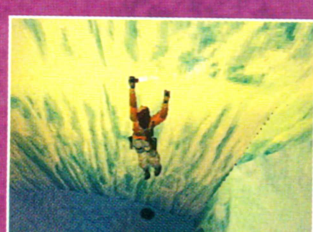
Head up the ramp and enter the room and hit the light switch. Watch out for the Resident Evil-ish zombie guy. He'll spew yellow poison, like the green reptiles we saw earlier in Madubu Gorge. There's a secret if you go up to the roof and hang on the ledge, then do a back-flip/turn-around/grab to the little hole above.



The best order in which to handle the three mine carts is to start with the one on the middle tier. Get in and get ready to work the brake (□ button) to keep your cart from going out of control—but don't overdo it because you'll need momentum to make it over the gaps. Use the × button to hit the switch with the wrench so you can get off.



Kill the weirdo and crawl through. Face backwards and slide down the slope; if you grab the edge to drop down, you won't take as much damage. A giant beast will come attacking, so don't drop your guard! Hang on the ledge, drop down, then shimmy to the left and go through the pass.



Kill the enemies and climb up the bridge to grab the crowbar. Jump around the perimeter of the room. There is a hard-to-see shimmy ledge that will take you to that green opening in the wall. Throw the switch in there to open the secret area. Now go to the ladder and climb up.

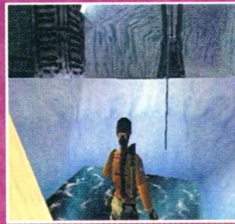




Go past the giant ice-cutters, being careful not to get mowed down. Now get back to the mine cart and keep going. Make sure you hit the switch to change tracks. Back at the main area, head around the corner and use the crowbar to smash the bar across the door. Enter to grab the Lead Acid Battery. Go back to the first secret hole to access the second area you opened earlier.



Get on the cart at the bottom floor. Get off at the next stop, go down the corridor and hit the switch. Kill the sick man, go under the pass and collect items. Next, get out, go up the ladder and hit the switch at the end of the hall.



After killing the monster, you'll see a crane. Dive in the water by the crane and grab the Winch Starter. Get out, go down the corridor, jump over the hole and get back to the cart. Use the duck button so Lara doesn't get bashed by the banisters.



Next you'll come to another giant crane. Use the battery and the starter on the crane. Dive down deep into the pool. You gotta be very quick to swim through and go up the green shaft. Cross the bridge and kill the guy on the other side. There's a secret in a nook in the pit below. Go to the building, press the switch and go inside. This level is done!

## The Lost City of Tinnos



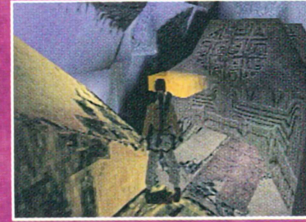
Look for the ladder, then climb it and pull the lever. You can jump to the crystal on the platform across the way through one of the windows. Now head down and go through the open doors to grab the Uli Key.



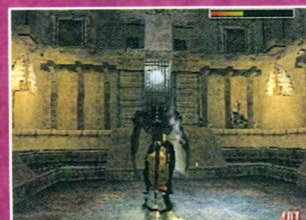
Use the Uli Key by the gate and enter. Climb the wall and you will see another window. Drop through the ledge. Climb back in the window, slide down the long slope and pull the lever in the next room. Now a ladder has become available downstairs.



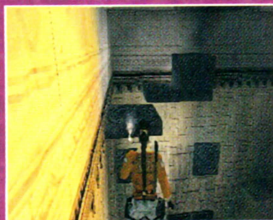
Head to the door in the corner of the room and climb up the newly formed ladder. You will see a series of wall switches. Push them in the following order from left to right: on, on, leave off, leave off, then on. A gate will be opened.



Giant mosquito-like monsters will come and sting you. The bridge is broken, so you'll have to jump to the left where the crystal is and jump to the other platforms. There are invisible platforms above that'll take you to a secret. Use your flares to light them up.



Get down to the other broken half of the bridge and kill the monsters ahead. Go past the swinging torches and pull the lever in the corridor. Enter the gate; now it's time to battle three of those beasts you saw in the RX-Tech Mines. Use your most powerful weapon. Enter the cage next to a big block to pull the lever.



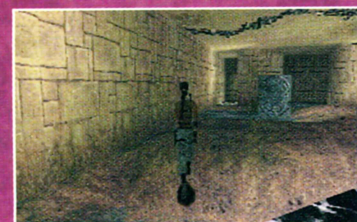
Use the block to climb up. Crawl through into the next area. The best way to tackle this puzzle is to first drop down onto the platform below. Make your way to the platform with the block on it. Go into the crawl space and pull the lever in there.



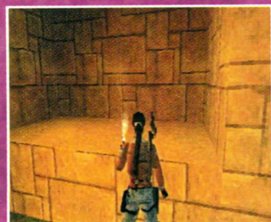
Go across to the next platform with a crawl space and pull the lever in there. Go back to the platform with the block and you'll see a new platform down under. Jump down to it. Go down to the floor and throw the switch near the ground.



Go up to the new platform and pull the switch. You'll drop down to the lower platform. Make your way to the very first lever in the crawl space and pull it again. Go to the platform jutting from the middle of the wall. Stand right in the middle of the platform and do a single jump to the platform under the ledge.



Grab the ceiling and go across to pull the next lever. Now make your way to the lever over the blocks on the first platform you dropped down to. Hit the lever and drop down to the ground. You'll have to run into the next room, climb the ladder in the left corner, hit the lever, go through the gate, run up the stairs and down the left side of the bridge to the door below for the secret. The lever is timed, so you'll have to be faster than lightning!



Go back down the ladder and grab the Uli Key in the corner of the room. There are four sets of puzzles around the shafts of light: Earth Room, Wind Room, Water Room and Fire Room. Each doorway is marked with its symbol. You can go in any order you want. We'll start with the Earth Room (the one with the mountain symbol).



Go all the way down to the far right and hoist yourself up near the next opening. Jump over to the block with the mountain symbol and throw the switch in there. A block will drop in the hall near the bridge outside; you can push this block to get to the secret. Now head past the swinging torches and grab the first Oceanic Mask.



The whole place is rockin' and rollin', but you've gotta keep your cool. The earthquake will never throw you off a platform; just watch out for the falling rocks! You'll see that the whole room is now messed up. Make your way back to the room entrance by jumping from cliff to cliff. Go up the ladder by the exit to pull the lever above, then go back down and exit.







# The Ultimate Gaming Rig!!



**Video Game Contest.** Play on the hi-tech cutting edge with this line-up: Sony Playstation w/ ASCII control pads; Sega Dreamcast; Game Boy Pocket; and Nintendo 64! Get all four or trade the ones you don't want for CASH! Bonus options include: 33" monitor, \$1,000 in games you choose, cash, accessories and more!

**In the future.** There will be four more puzzles at \$2.00 each and one final tie-breaker at \$1.00 which will be sent to you by mail. You will have 4 weeks to solve each puzzle. We don't know how many will play but typically 55% will have the highest score possible score to Phase I, 43% to Phase II, 36% to Phase III, and 32% to Phase IV. Highest score in the final determines the winner. If players are still tied they will split the value of the grand prize they are playing for.

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STOMP .....T STAND .....R PRESS .....E DREAM .....O  
CRUSH .....I SCORE .....H SLANT .....L CHASE .....P

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CLIP AND MAIL





by Pat Reynolds

# BUST-A-MOVE-4

## Basic Technique

*Bust-A-Move 4* retains all of the classic bubble-popping action of the previous games in the series and brings some new technique with it as well. For the uninitiated, the gameplay consists of firing colored bubbles from your launcher at the bottom of the screen, with the goal of connecting three or more of the same color, causing them to pop. The wall of mixed bubbles at the top of the screen slowly descends; if it reaches your position near the bottom, you lose. The object is to pop all of the bubbles before they reach you.

Most of the special bubbles from the earlier *Bust-A-Move* games make return appearances. The Anchor Blocks hold bubbles in midair and can only be destroyed when the bubbles sticking to them are knocked off. Rainbow Bubbles change to the color of the bubble that's touching them when that bubble is popped. Hit a Star Bubble with any color and every bubble of that color pops. New to this game are the Anti-Gravity Blocks, which work like Anchor Blocks except that when they float up toward the top of the screen when bubbles or blocks above them are popped. *Bust-A-Move 4* introduces two major new techniques to the series—one for single-player games and one for two-player battles. These are the pulley system and the chain reaction system.

**T**aito's popular *Bust-A-Move* series has found its way to our side of the Pacific via several different publishers; Natsume grabbed the rights to this new installment, which PlayStation owners are sure to enjoy. My wife is a huge fan of the series, so of course our collection includes all of the previous installments and even some spin-offs. The hardest part of writing this guide was getting the game away from her long enough to actually play it myself! *Bust-A-Move 4* is the kind of game that is fun for just about anyone to pick up and play. The game is simple to learn and tough to master; this guide is meant as a primer and to offer instructions on some of the new additions *Bust-A-Move 4* brings to the series.

## The Pulley System

The pulley system forces the player into a delicate balancing game. As long as each side has a like number of bubbles attached to it, it will remain level. When one side becomes heavier than the other, it drops lower. Periodically the entire pulley mechanism will lower, increasing the risk of an overloaded side crossing the line at the bottom of the screen and ending the game.



## The Chain Reaction System

In previous *Bust-A-Move* games, bubbles that were dropped when a string above them was popped simply fell off the screen. In *Bust-A-Move 4*, bubbles that are knocked loose after popping others will seek out strings of their color of bubbles to pop if they are available. This can have a domino effect, as additional dropped bubbles home in on others to create massive combinations of popping bubbles. In the already fast-paced and intense versus games, this can lead to some seriously huge victories.



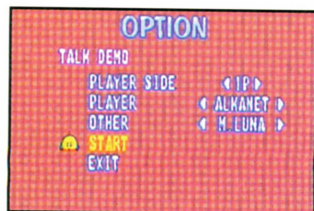
## SECRET CODES!

Each of the following codes should be entered quickly at the title screen, while the words "PUSH START BUTTON" are flashing. You'll hear a sound to confirm each one:

### "Talk Demo" Mode

□, Up, Left, Down, Right, Up, □, Down, Left, Up, Right, Down, □

Note: This code will not work unless you enter the "Access All Characters" and "Tarot Reading" codes first. It gives you a new option called "Talk Demo" at the Option menu.



### Access All Characters

Right, Right, Left, Left

This code unlocks all of the hidden characters—Monsta, Woolen, Maita, Packy, Dreg and Madam Luna—if you haven't already earned them.



### "Ura" Puzzle Mode

△, Left, Right, Left, △

This code gives you a completely different collection of puzzles in the game's "Puzzle" mode. Check out the various difficulty settings and paths for new challenges!



### Tarot Reading

Up, △, Down, △, Up

This code adds a new option called "Tarot Reading" to the Option menu. *Bust-A-Move 4* can tell you the future of your love life; it's in the cards!





**Bub**

A green, round character with a yellow star on its head and a wide smile, set against a circular background. Below it is a row of colorful bubbles in red, yellow, green, and blue.

The classic *Bubble Bobble* character puts up a fair challenge, but he drops strings of same-colored bubbles which make fighting him easier than some of the other, trickier characters.



The large quantity of Rainbow Bubbles in Alkanet's arsenal can be a real challenge, but she does have one weak spot: The single Star Bubble she sends over in her combination gives her enemy the ability to wipe out lots of bubbles at a time.



Similar to Alkanet, Marino also fights with lots of Rainbow Bubbles, but she doesn't have that Star Bubble weak spot in her lineup. Opponents can fight off her waves of Rainbow Bubbles by turning them either blue or green.



The row of Rainbow Bubbles in Kuro!s attack pattern actually works against itself because bubbles of every color are sent along with it. Turn the Rainbows any color and they'll pop, since the line of newly colored bubbles will be touching a bubble of their color.



With this slight variation on Bub's attack pattern, Tam-tam floods the opponent with many different colors, but also sets himself up to be popped easily.



Cleon attacks with a confusing mixture of different bubbles. Her combinations are not easy to take down, but the Star Bubble helps—if you can pop your way through to it.



The old man may seem like no threat to look at, but a close study of his bubble attack pattern indicates that he creates no easy outs in his combination.



Bramb adds in a few anchor blocks with the bubbles he sends your way to mix things up a bit. These won't disappear until all of the bubbles attached to them are popped.



With a name like Develon, you'd think that this evil looking dino would throw some seriously messed-up bubbles at his opponents, but he doesn't. He has the same pattern as Bub, which makes for predictable, pop-pable patterns.



Except for the blue bubbles he sends two-at-a-time, Gigant mixes up his attack pattern nicely, making it hard to clear effectively. He also attacks his opponent with a huge wall of fire that looks neat but has no real effect on the game.



Another Rainbow Bubble-lovin' character, Woolen also attacks with anchor blocks and a few red bubbles. This means that in order to clear the walls of rainbow bubbles from your screen, you must turn them red. The addition of a Star Bubble makes it easier as well.



This is about as mixed-up a combination as you can get. Monsta doesn't look too tough at all but he throws bubbles in a random pattern creating a big mess for his enemies to deal with.



Packy's attack pattern is very similar to Kuroi's; it's distinguished by a straight row of Rainbow Bubbles at the bottom. You'll be able to pop 'em fairly easily with a match of any color.



Maita has the exact same pattern as Bub, sending groups of two same-colored bubbles at his enemy. (Or would that be "her" enemy? Let's just say "its" enemy, to be sure.)



After all the hard work you put in to unlock Dreg as a playable character, it's a bit of a disappointment to learn that he, too, has the same attack pattern as Bub and Maita.



Madam Luna's attack pattern is simple but sneaky; it includes one anchor block and one Rainbow Bubble. Choosing her can be a handicap in Puzzle mode; her giant head sometimes obscures a corner of the playfield!





# SELECT GAMES

Hey, you—listen up! This isn't your typical "review/preview" section. The purpose of *Select Games* is to show you a bunch of games that are out there—or are coming out soon—so YOU can decide which ones you'd like us to cover with in-depth strategy guides in future issues! See that postcard that's stuck between pages 66 and 67? Rip it out and write down the names of the games you're interested in. Drop it in a mailbox; we'll total up the responses and give you the kind of coverage you asked for!



## Pick it!

The elite "TIPS & TRICKS Pick" is given to those select few games that are highly recommended by the T&T staff after we've tested them thoroughly. Many hot games that are previewed here are not eligible for the pick until they are considered "reviewable" by the publisher, which means they're finished or nearly finished. Pay special attention to the picks; these are our favorites!



## Watch for it!

Games with the Super Import symbol were only available in Japan at press time. Be on the lookout for a possible American release sometime in the near future!



## SMASH BROTHERS

Nintendo • Possible 1999 • 1-4 Players

*Mario takes his nap. The giant hand shall wake him.*

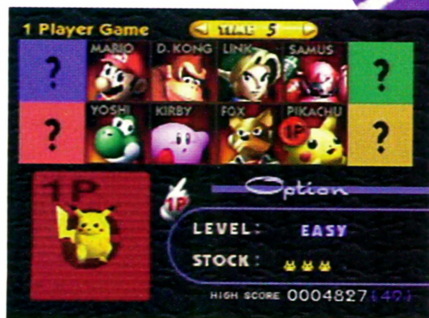
Just when you thought *Zelda* was all you needed for your N64, Nintendo announces that a fighting game is in the works. Tentatively titled *All-Star Nintendo Dairantou Smash Brothers* in Japan, the game will feature an all-star cast of your favorite Nintendo characters! So far, it looks like these are the playable characters in the game: Mario, Link, Yoshi, Pikachu, Donkey Kong, Samus Aran (from *Metroid*), Kirby, Fox McCloud, Bowser and Blue Falcon (from *F-Zero X*). Don't expect a standard kick, punch, block, combo-type fighting game; after all, this is Nintendo. The objective of the game is to topple your opponent from the ring and try to keep them from re-entering before time expires. Each character will possess his or her own unique attacks. For example, Pikachu can use his electric-shock wave, while Link can use his trusty sword. Familiar stages like Donkey Kong's Jungle and Princess Peach's Castle will be areas you can battle in. Four players will be able to go at it simultaneously for an all-out brawl! We can't wait to see this game in action—it's like a dream come true!



Samus gets blasted big-time by Link. Projectiles will play an important part during battle, but the aim is to shove your opponent off the ring rather than to destroy them.



This character select screen suggests that there are secret characters in the waiting!



Kaboom! All your favorite Nintendo guys in one game!



Yoshi and Fox McCloud have a few words before pounding each other!



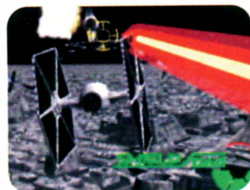




## STAR WARS TRILOGY

Sega • Available Now • 1 Player

The timing for this game couldn't be much better, that's for sure. While the world waits for the June release of *Phantom Menace*, *Star Wars* fanatics can get their fix thanks to this new Sega coin-op. Covering three movies in one game—*Star Wars*, *The Empire Strikes Back* and *Return of the Jedi*—*Trilogy* utilizes Model 3 Step 2 technology to deliver a thunderous, power-packed experience. Three stages are on offer: The Deathstar, Hoth and Yavin. Completely set on rails, each scenario propels the player forward on a mission to destroy the empire. *Trilogy*'s graphics are sweet and objects move like melted Parkay. Unfortunately, there's a bit of a disturbance in the Force. Questions have been raised regarding the game's control configuration. While the flight stick is an adequate device for guiding the on-screen cursor and for firing, we can't help but feel that gamers would have been better served with the addition of a light gun. Rails and control logic aside, *Trilogy* is still a pretty solid gameplay experience.



## GET BASS

Sega • Fall 1999 • 1 Player

**SUPER  
輸入  
IMPORT!**

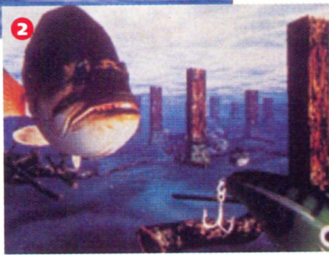
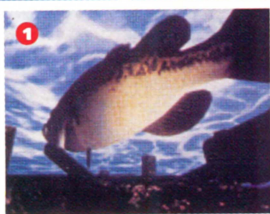
Playing *Get Bass* is a great way to relax and take a break from hectic games like *VF3tb*.



**GetBass**  
SEGA BASS FISHING.

In a way, Sega's *Get Bass* seems like a strange candidate for conversion to Dreamcast. Those who have experienced the coin-op, however—even non-fishing enthusiasts like Jim—typically walk away from the machine feeling that they've just played one of the most clever, most addictive games out there. Sega's AM2 team has been working for many months to try to deliver a mirror-perfect port of the Model 3 original. We've seen the game running and it looks pretty dang close; the only possible exception being some slight pixelation of water surfaces close to the camera. A big part of the fun surrounding the coin-op game was the inclusion of a specially-designed rod and reel control device. For the DC version of *Get Bass*, Sega is offering a similar fishing controller peripheral. The DC rod and reel controller contains a vibration motor, reel and infra-red sensor used to transmit signals to the television screen. To become a master bass fisherman, you must conquer three areas of Lake Paradise. Select the appropriate lure and go for big daddy! If you get a bite, vibrations from the motor inside the rod provide a rough representation of the size and strength of the fish as you attempt to reel him in. There's some speculation that the DC version may contain exclusive levels and features. One such feature which seems likely to us, is VMU compatibility which would enable people to trade fish with friends. This is great! Now all we need from Sega are DC conversions of *Lost World*, all *House of the Dead* and *Virtua Cop* games, *Harley-Davidson & L.A. Rider*, *Top Skater*, *Ocean Hunter* and *Super GT*! That's not too much to ask, now is it?

- 1 The game switches to an underwater viewpoint once a fish gets near the lure.
- 2 This one's definitely interested. Will he go for it?
- 3 Yup! There he goes! Wow, look at the size of that sucker!



Select Games  
**Select Games**  
Select Games

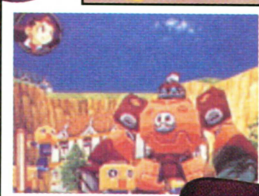
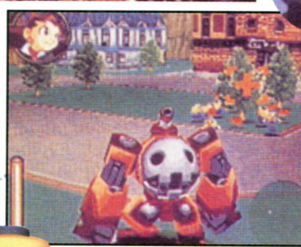




## TRON TO KOBUN

Capcom • T.B.A. • 1 Player

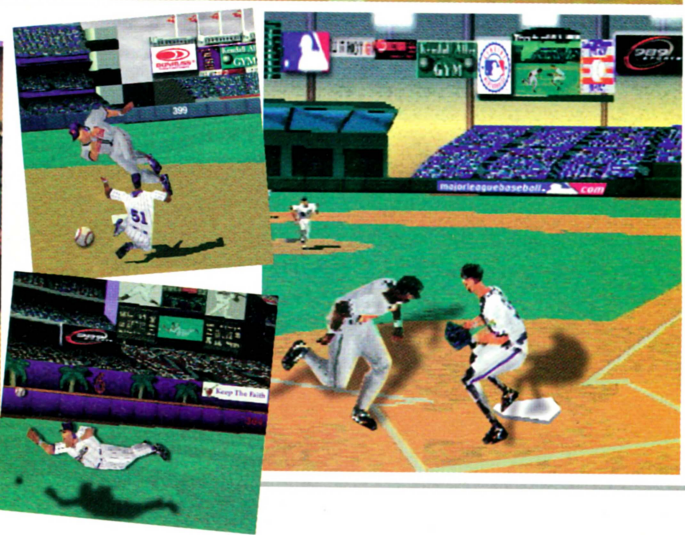
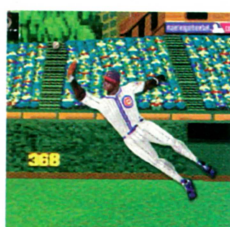
One of the greatest, most underrated PlayStation games of last year was *Mega Man Legends*. Combining action, adventure and RPG elements together in one superb package, Capcom really outdid itself and allowed Mega Man to make a smooth transition to the world of 3-D. Capcom's *Tron to Kobun*, as it is being tentatively called, is not as much a direct sequel to *Legends* as it is a follow-up chapter. Translating to "Tron and Her Underlings," *Tron to Kobun* puts the player in control of the nasty villainess from *Mega Man Legends*, Tron. Details are very sketchy at this point, but the general idea of the game is to manipulate Tron's army of Servebots—those little Lego block-looking characters—and wreak havoc on the land. There will be plenty of opposition in the form of police officers and other characters. This game seems to take quite a different approach than *Legends* did, so we'll have to wait and see how it comes together. There is no official word about a U.S. release, either, however, 95% of Capcom's action games make it over, so we have a feeling this one's gonna be a pleasant surprise.



## MLB 2000

989 Studios • 1st Quarter 1999 • 1-2 Players

If you thought last year's *MLB '99* was intense, you ain't seen nothin' yet! We thought it couldn't get any better, but 989 has managed to take everything and make it even better. Vin Scully returns for the play-by-play, with color commentary by Dave Campbell. Not only are 3-D players scaled perfectly according to height and weight, this year, their faces are even mapped onto the heads! 989 has added "New Total Control Pitching," too. Every statistic possible is packed into this one. Man, this rocks.







# Select Games

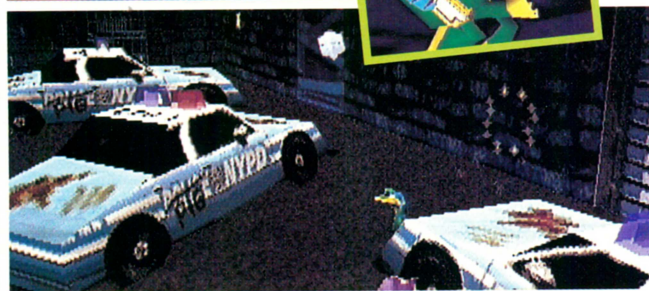
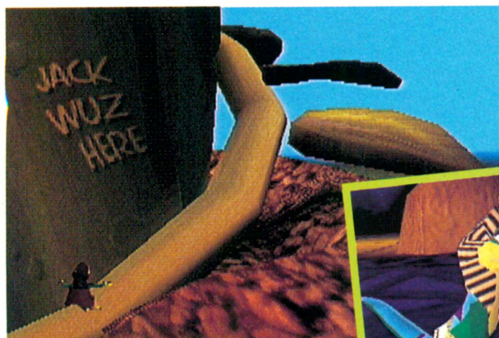
## GEX 3

Eidos • 1st Quarter '99 • 1 Player

Alrighty, then! For those of you who just can't get enough of the little green gecko, he's about to return. This time, Gex runs the gamut of gamedom by bouncing his way through everything from western ghost towns to beanstalks! Crystal Dynamics is taking no chances with this, the third appearance of Gex on the PlayStation. Bounce around (boing!), swing your tail (thwack!) and stick to walls and ceilings (poik, poik, poik!), all while collecting those trademark rotating icons of nuttiness.



▲ *Gex is such a crazy guy. Here we see him as a swashbuckling pirate, a Chinese detective, a mule-riding cowboy and even Little Red Riding Hood!*

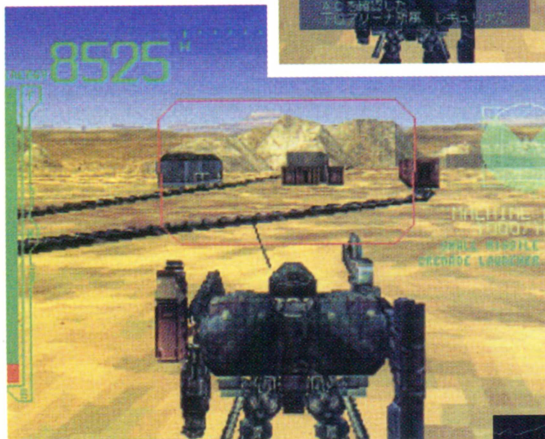
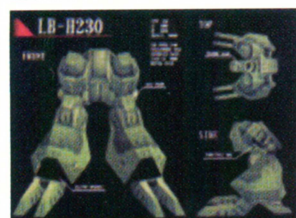
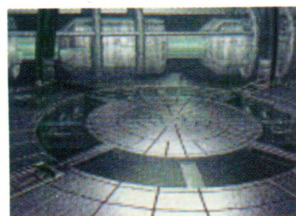


▲ *This ghost town level is pretty cool. There are rickety old rope bridges, dusty gold mines and even giant gun-slingin' bad guys.*

## ARMORED CORE: MASTERS OF ARENA

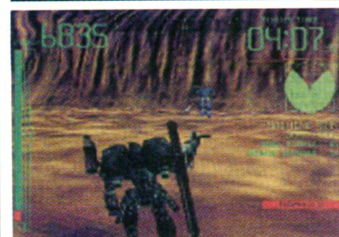
ASCII • T.B.A. • 1-2 Players

SUPER  
輸入  
IMPORT!



This is it!—the next fully-armed, ball-blazing chapter in ASCII's *Armored Core* saga! *Masters of Arena* will explode onto the hardcore gaming scene as a two-disc package deal when it is released in Japan this month. Here's the lowdown: With *Masters*, players can use data from either of the two previous *Armored Core* games. Load in a whole bunch of parts and accessories or an entire Mech itself from a memory card. This new installment supports Sony's Link cable (for two-player battles) and Dual Shock controller as well as the PocketStation (though Sony still has not confirmed if the PocketStation will be released in America). As in the other AC titles, the player takes control of the Raven's Nest team, with the Nineball team as the primary enemy. Each level features an AC which is one level stronger than the player's. There are twenty brand new core parts and tons of new weapons. There are also new

"Vs." and "Battle" stages. The contents of disc number two are presently shrouded in secrecy—the only thing ASCII will say is that it contains something completely different from standard AC games. This series has a huge cult following, even here in the states, so we're really hoping the game ends up in the hands of a U.S. publisher...and soon!



*This new installment deviates very little from ASCII's successful "build and wreak havoc" AC formula. We're dyin' to find out what's on that second disc, though!*



Armored Core Masters gives you lots of new parts to mess around with!



Select Games  
**Select Games**  
Select Games





## SNOWBOARD KIDS 2

Atlus • April • 1-4 Players



Think of *Snowboard Kids 2* as a tasty second helping of turkey and stuffing on Thanksgiving. Why do we say this? The differences between this sequel and the original game released last year are barely discernable; but that's okay, though—everything that made the first game so much fun is right here. Racdym,

## Snowboard Kids 2



the developer, has thrown in some brand new courses. There are now underwater, outer space and uphill courses. The graphics seem somewhat improved over the one's in the first game. There are new speed, shoot and trick courses as well. Improved multiplayer mode. New boss characters. Four new controllable characters.

The list goes on and on! If you dug the first game, you can't go wrong with this sequel!

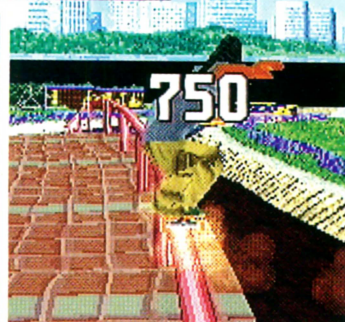


## STREET SK8ER

Electronic Arts • March • 1-2 Players



Hey skaters! Have you ever done a Flip To Mute, F/S 540 or a Switch 720 Pop Shove-It to Backside Grab? In EA's new *Street Sk8er* all your concrete fantasies come true as you tear it up on some thrashin' tracks. Choose your favorite boarder and a skateboard to fit, then see if you can wow the crowds by racking up trick points. Different skaters excel in different areas to suit your personal style. As you gain levels of experience, however, you can distribute your bonus points to increase various attributes such as speed and trick ability. Between every level is a half-pipe bonus stage where you can really get some air and do some back-breaking stunts! *Street Sk8er*'s single button controls are simple and designed so anyone can jump right into the action. The best part is there are no cops, security guards or high-school principals to tell you to get lost!







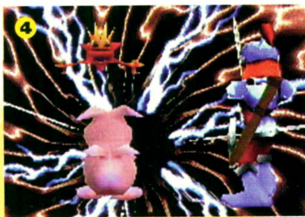
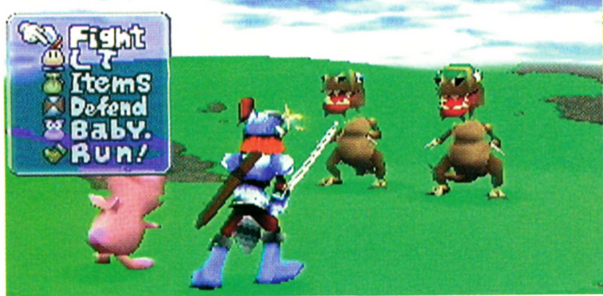
## GUARDIAN'S CRUSADE

Activision • March • 1 Player



Tamsoft's *Knight & Baby* is finally making its way out of Japan and into your home, thanks to Activision. Retitled *Guardian's Crusade*, this unique PlayStation action/RPG puts the player in the role of a young knight who must make a journey through a mesmerizing world in search of the origin of a lost monster. Team up with a bizarre little shape-shifting monster to traverse dungeons, castles, caves, towers and cities. Tamsoft—best

known for the *Toshinden* series of fighting games—has done a very nice job of making sure that this game holds the player's interest from beginning to end (no easy task, considering how large the quest is). Experience points let the player conjure up "Living Toys." These wind-up toys can be summoned to assist in disposing the enemy. Some of the toys are incredibly wacky; there are gangster toys and even screaming little cheerleaders! The baby monster has the absurd ability to mutate into anything from a frog to an oak tree! (By the way, Jim's favorite mutation is the axe-wielding "Murder Cat", in case you're curious.) This is just completely ludicrous, but guess what? We wouldn't have it any other way! *Guardian's Crusade* is insanely nutty and comes highly recommend by both Jim and Anatole.



1 The list of "Living Toys" expands as the player's level meter increases.  
2 Stand ready to fight!  
3 Battles are turn-based.  
4-5 Some of the special effects are really, really cool to watch.

A little fairy follows our hero during the course of his quest. Hmmm... sound familiar? You can also rotate the 3/4 view scenery at will for a better look.



## ACE COMBAT 3

Sega • February • 1 Player



1, 2 The design team at Namco went to great lengths creating cityscapes like the one depicted above. Skilled pilots will actually be able to play "thread the needle" by soaring through this wishbone-like structure. Whoa! "This is crazy, this is crazy..."

We were stunned to learn of Namco's latest *Ace Combat* incarnation, mysteriously titled *Ace Combat 3: Electrosphere*. This game breaks from the prequels and takes place in the future. Everything about the game is futuristic, from the architecture of the buildings in cities to the actual fighters themselves. Namco has also cranked up the *Ace Combat* franchise by offering sharper, smoother graphics. Fogging effects have been minimized, allowing distant objects to be seen much easier, much sooner. Other enhancements thrown in include slick-looking decals on planes (viewable during real-time combat) and dizzying lens flare effects from the sun. Missions are cleared much in the same way as in previous *Ace Combat* games. The screens shown here are from a "60% complete" version of the game, yet it already looks red-hot. We'll let you know if and when Namco America makes an official statement about a U.S. release.



▲ This stealth-type bomber looks sweet!





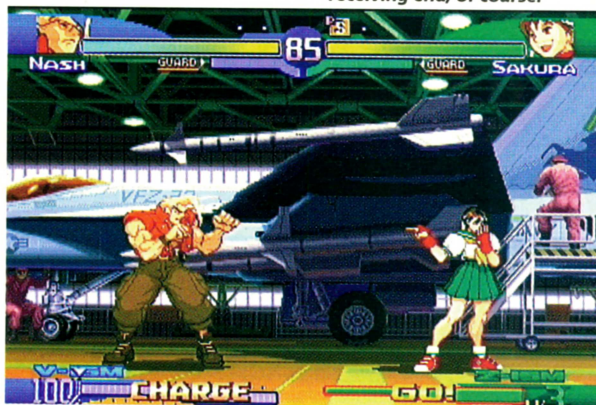


## STREET FIGHTER ALPHA 3

Capcom • February • 1-2 Players



**1-5** The first time Jason tried this massive combo with Gen, there were no problems! Jim was embarrassed to be on the receiving end, of course.



Take our word for it: The PlayStation conversion of *Street Fighter Alpha 3* is an exercise in perfection. All 28 characters are back, including three originally hidden ones: Balrog, Juni, and Juli. To top that all off, six more characters join the fun, allowing EVERY character in the *Street Fighter II* series to have a dose of the evil dictator, M. Bison. Guile, "Evil" Ryu, Super Akuma, and the "new challengers", Fei Long, T. Hawk, and DeeJay are ready to wreck havoc once again. Choose from one of the three "ISMS" which alter your selected characters' offensive and defensive attributes, and build a character in the new "World Tour Mode", which allows you to earn experience points and new fighting tactics combined with the new PocketStation! Frame rates are nearly identical to the coin-op, too. Wow. Can *Street Fighter* get any better than this?!

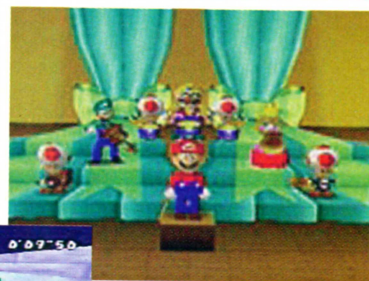


## MARIO PARTY

Nintendo • February • 1-4 Players



You're looking at the first of a series of games to come out of the strategic alliance between Nintendo and Hudson, a company called Manegi (meaning "Invitation Cloth" or "Red Carpet") *Mario Party* is basically a three-dimensional, multi-player "board game" containing many different types of mini-games within. Here's how it works: Players take turns rolling the die to move characters around a 3-D game board. Certain spaces on the board trigger special events, or mini-games, in which up to four characters can compete simultaneously for stars; the player with the most stars when it's all over wins. Okay; back to the mini-game, and there are lots of 'em. In "Mario's Orchestra", players must follow music notes, much like the classic game Simon. Another contest has characters balancing themselves atop rubber balls while trying to topple other players. Yet another sub-game involves whitewater rafting. There are nearly fifty other games on offer including bowling, skateboarding and even fishing. With eight different game boards, a four player mode and characters like Mario, Donkey Kong and Yoshi, this game is sure to make for one heck of a party!



**Cool!** This bobsled racing challenge is one of over 50 mini games!





# TIPS & TRICKS SELECT GAMES

## Official Response Card

Dear *TIPS & TRICKS*:

I saw the "Select Games" section and I'm sending this card in to tell you that I really want to see strategy guides on the following games:

Game Title:

Game System:

_____	_____
_____	_____
_____	_____
_____	_____

Sincerely,

\_\_\_\_\_  
(name)

\_\_\_\_\_  
(city)

\_\_\_\_\_  
(state)

\_\_\_\_\_  
(age)





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LAST MINUTE GAMING INFORMATION...

• **Mortal Raider?!!** Nope, it's not a joke; there is word that work is coming Along nicely on **Midway's top-secret *Mortal Kombat* game for the PlayStation!** Tentatively titled ***Mortal Kombat: Special Forces***, the game is the company's follow-up attempt at an *MK* action/adventure game (remember *Mythologies?*). We've been told that *Special Forces* looks more like *Tomb Raider* than a 2-D, side-scrolling pummel fest.

• Talk about "Stop the presses!" We literally were handed this information the day before we went to film! **Midway has officially announced its initial Dreamcast software lineup!** First up is an exclusive edition of **Mortal Kombat 4** using a "hybrid" MK4 engine! It will basically be *Mortal Kombat 4*, but with a ton of DC-exclusive features and enhancements. Midway is completely re-rendering the intro and cinemas in order to take advantage of the Dreamcast's power. Sure, there will also be the obligatory "alternate costumes and new backgrounds" deal, but get this!—on top of all that, the game will even contain returning characters from *MKIII*! At the very least, the game should turn out to be a mirror-perfect port of the *MK4* coin-op. One source indicated to us that there's a good chance the game will end up looking *better* than its arcade counterpart! That would rule! Next, is ***Blitz 2000***! This DC-exclusive game will feature a 4-Player option, new field and stadium art, new codes and hidden characters, new animations, updated team rosters and extra room for creative plays in the playbook! *Blitz 2000* will also give players the option to track individual characters with a special name/PIN feature. Finally, there's ***Hydra Thunder***—a game which made its way into arcades this January—and Midway promises a near-arcade perfect port of the quarter muncher. No confirmation on whether or not any of these titles will feature internet capabilities, but depending on latency issues, we certainly hope Midway considers it. Imagine kicking ass on *MK4* from New York to Nevada. Holy cow! That would rock! "Ja-aaaaaason!!!!"

• **Legend of Legaia** makes it's way to the U.S. via Sony Computer Entertainment. *Legend of Legaia* was made by Media Vision, the same people who developed the popular RPG *Wild Arms*. Expect to see it on store shelves in the coming months!

• **King's Field 4** is in the works! Actually, in the U.S. it would be called *King's Field III*. We'll keep you up to date on From Software's awesome series.

- Midway's popular arcade game **California Speed** will soon be available on N64. Now you can tear it up in the privacy of your own living room! Set for a spring release, expect more than a few surprises, including a certain logo from a certain " #1 Video-Game Tips Magazine ". Can you spot it?

- Nintendo of Japan has been working on **Mario Golf** for the N64. An American release is still unclear but Japanese gamers should be golfing with Luigi by Springtime.

• **Square** leaves no genre uncovered as they announce their first racing game, *Racing Lagoon*. at one point Square had a subsidiary company called Aques. Advertisements for the game graced the ad pages in Japanese magazines more than a year ago, then the Aques name was dissolved. Fortunately, Square revamped the game and it will be available in Japan in the Spring. We'll let you know if they're savvy enough to bring it out here.

• In a Japanese business publication, Nintendo president Hiroshi Yamauchi hinted that a **modern device will be made available for the N64 in Japan**. How this will work with Nintendo games is still uncertain, but a good guess is that it will be similar to the internet functions of Sega's Dreamcast. The latest word out of Japan regarding **Nintendo's next console** has NOA president Minoru Arakawa stating that **the company will likely launch the new system in 2001 and that it may actually be DVD-based!** Could the big N finally be saying goodbye to the cartridge format? We'll bring you more information as we receive it.

• **Bernie loves September 9th!** The official release date of Sega's Dreamcast has been confirmed: Sept 9th, 1999, or 9-9-99. Hardcore gamers may recall that September 9th of '95 was the official U.S. launch of the PlayStation. We doubt this is just one big coincidence; Head honcho at Sega of America, Bernie Stolar, was working over at Sony when the PlayStation was launched in America. Bernie has made no bones about his intentions to regain "Over 50% of the marketshare." Hopefully, the U.S. won't suffer from the same hardware and software blunders that occurred with the Japanese release of the system, namely shortages and countless delays! We're crossing our fingers that Sega is getting everything in place in time for the American debut. In our opinion, there really is no excuse for Sega to screw up with this one—it obviously has plenty of time. No matter what happens, if we don't see *House*

of the Dead, Daytona, Top Skater, Panzer Dragoon, Lost World, Virtua Cop, Shinobi, Mickey Mouse, Last Battle and Streets of Rage titles when the console hits here., we're gonna be mad!

• **"We're going to blow them out of the water."** President of Sega of Japan, Shoichiro Irimajiri, had some bold statements to make in an interview that was featured in the December 7th edition of *Business Week*. "I'm personally not used to losing fights," Irimajiri stated. "We're not really going to compete with Sony or Nintendo. We're going to blow them out of the water." A former CEO of Honda Motor Corporation in Japan, Irimajiri is literally putting everything on the line—not only Sega's reputation as a console and games developer—but his own reputation as well. Fearless or just foolish? It appears that the jury will remain out on that one until September 9th.

- Adrian Smith of Core has been apologizing for **an unforgivable bug in *Tomb Raider III***. Here's what he said: "Temple Ruins: If you save your game in the room with the statue, and then go back into that room later in the game, you won't be able to go through the doors that have already been opened, thus won't be able to complete the level." So folks, don't save in that room and don't go back in there! Hopefully, Eidos learned its lesson about rushing the bug testing of a game just to have it out in time for the holidays.

- Several **Capcom** rumors have been flying around. Old-school gamers should be delighted to hear that 3-D versions of **Strider** and **Final Fight** are in the works. Need we say more?

• A bunch of key **Ion Storm** developers have jumped John Romero's ship. Many of them went to **G.O.D.** (Gathering of Developers), and a key artist has since then signed with GT Interactive. This puts the much-anticipated ***Daikatana*** project in serious jeopardy. Will we ever see *Daikatana*, or will it remain a figment of Romero's imagination?

- Konami's *BeatMania* is slated for a Dreamcast release in Japan sometime this year. You can bet that there will be a Dreamcast version of the awesome DJ controller that's available for the PlayStation.

• **Activision** seems to be going N64 crazy these days as it starts porting all of its new games to the system. Even the **X-Men fighting game** for the PlayStation is getting the N64 treatment, as of press time.

• **ReSaurus**, the folks who brought us those fantastic *Crash Bandicoot* figures, is also producing action-figure lines for *Gex* and *Castlevania*! *Gex* will feature different outfits, just like in the game. The *Castlevania* figures will probably be modeled after the N64 version of *Castlevania*.

• As promised last month, we're back with an account of happenings on November 27th—the **Japanese launch of Dreamcast**. Thousands of Japanese gamers camped out the night before shops opened in the Akihabara district—Japan's electronics mecca. When shopkeepers opened the doors at dawn, the Dreamcast console and four DC games were made available—*VF3tb*, *July*, *Godzilla Generations* and *Pen Pen Tri-Icelon*—along with controllers, VMU devices and various cables. Even though *Sonic Adventure* was delayed to December 23rd, Jplayers were quite thrilled at the chance to purchase near-perfect copies of *VF3tb*. Those who were fortunate (ie; "lucky") could purchase a specially-packaged Dreamcast system autographed by SOJ Executive Ei-ichi Yukawa! Unbeknownst to many, Yukawa-san was actually there in person, calmly strolling the streets of Akihabara while handing out free, autographed Dreamcast hardware! Let's see Sega of America try something that cool when DC launches on September 9th! Yeah, right; like that's ever gonna happen! Okay; back to business. For the launch in Japan, it was everything Sega could do to scrape together 100,000 machines. This is especially troubling considering that Sega had hoped to sell 1.5 million consoles by March. Due to delays in the delivery of NEC's Power VR chipset, that estimate has been shaved down to one million units flat. And there you have it; the basic rundown of the big event on November 27th in Japan.

- Although word has come out of Japan that the game is “very, very hot,” Atlus’ first Dreamcast game, **Maken X**, will probably never see the light of day here in the U.S.—in its current form. “Why,” you ask? Well, it seems the plot of the game centers around extremely delicate subject material: Nazis! Swastikas are displayed everywhere in the game—some of the characters even have the offensive symbol mapped onto their outfits! We hope Atlus finds a way to modify the “evil” graphics so the game can earn a clean bill of health and come to America.

• Preview materials are rolling in like thunder! We'll return next issue!!







# GAME TRACK!

Your handy resource guide for tracking upcoming releases. Keep in mind that there is no such thing as a "sure thing"; all release dates are subject to change.\*

## NINTENDO 64 FEBRUARY

1	AirBoardin' USA	ASCII
2	Blades of Steel NHL '99	Konami
3	California Speed	Midway
4	Fighting Force	Eidos
5	GT World Tour	Midway
6	NBA In the Zone '99	Konami
7	ODT	Psygnosis
8	Penny Racers	THQ
9	Quake II	Activision
10	Rat Attack	Mindscape
11	Shadowgate	Kemco
12	Superman	Titus
13	Survivor Day One	Konami

## MARCH

14	4X4 Mud Monsters	Take 2
15	All Star Tennis 99	Ubi Soft
16	Bottom of the 9th	Konami
17	F1 Racing Sim	Ubi Soft
18	Hybrid Heaven	Konami
19	Micro Machines	Midway
20	Monaco Grand Prix	Ubi Soft
21	Shadow Man	Acclaim
22	Tonic Trouble	Ubi Soft
23	Vigilante 8	Activision

## 1ST QUARTER '99

24	Army Men 2	3DO
25	Asteroids	Crave
26	Caesar's Palace	Crave
27	Carmageddon	Interplay
28	Deer Hunter	Microware
29	Gauntlet Legends	Midway
30	Lego Racers	Lego Media
31	Lode Runner 64	Bandai
32	The Need for Speed	Electronic Arts
33	NHL Hockey 99	Midway
34	Rampage: Universal Tour	Midway
35	Roadsters 99	Titus
36	Rugrats	THQ
37	San Francisco Rush: The Rock	Midway
38	Sim City 64	Nintendo

39	Starshot	Ocean
40	Twelve Tales: Conker 64	Rare
41	Ultra Combat	GT
42	Ultra Descent	Interplay
43	Winback	Koei

## APRIL

44	All-Star Baseball 2000	Acclaim
45	Jet Force Gemini	Rare
46	Rayman 2	Ubi Soft
47	Snowboard Kids 2	Atlus
48	World League Soccer 99	Eidos

## MAY

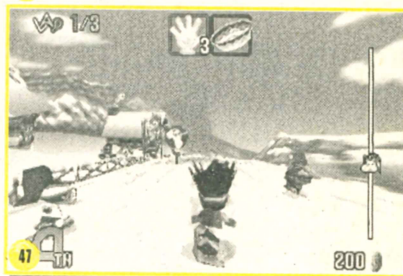
## 2ND QUARTER '99

49	Playmobil	Ubi Soft
50	Smash Brothers	Nintendo
51	Animaniacs Ten Pin Alley	ASC
52	Duke Nukem: Zero Hour	GT
53	Earthbound	Nintendo
54	Earthworm Jim 3D	Take 2
55	Harvest Moon	Natsume
56	Jeff Gordon Racing	ASC
57	Jest	Ocean
58	Jungle Bots	Titus
59	Legend of the River King	Natsume
60	Mario Party	Nintendo
61	Mystical Ninja: Goemon 2	Konami
62	Perfect Dark	Rare
63	Radikal Bikers	Midway
64	Road Rash	THQ
65	WCW Nitro	THQ

## POSSIBLE IN '99

66	1080° Snowboarding 2	Nintendo
67	Assault	Telstar
68	Banjo Tooie	Rare
69	Battlezone	Activision
70	Blues Brothers 2000	Titus
71	Charlie's Blast Territory	Kemco
72	Contra Spirits 64	Konami
73	Daikatana	Eidos
74	Dethcarz	GT
75	Donkey Kong Country	Nintendo
76	Harrier 2001	Video Systems

77	Hercules: The Legendary Journeys	Titus
78	NFL Blitz 99	Midway
79	Nuclear Strike	THQ
80	Ogre Battle 3	Nintendo
81	Pitfall	Activision
82	Pokemon Stadium	Nintendo
83	Quest for Camelot	THQ
84	Rakuga Kids	Konami
85	Re-Volt	Acclaim
86	Rollerball	MGM
87	Ronaldo Soccer	Infogrames
88	Space Bunnies Must Die	Take 2
89	Space Invaders	Activision
90	Spider-Man	Activision
91	Starcraft	Nintendo
92	Super Mario 64 II	Nintendo
93	Super Mario RPG 2	Nintendo
94	Tamagotchi	Bandai
95	Tasmanian Express	Ocean
96	WCW 99	EA Sports
97	WWF: Attitude	Acclaim
98	Xena: The Warrior Princess	Titus



## PLAYSTATION FEBRUARY

1	Beavis and Butt-head	GT
2	Blades of Steel 99	Konami
3	Centipede	Hasbro
4	The Diabolical Adventures of Tobu	989
5	Freestyle Boardin' 99	Capcom
6	Jeff Gordon Racing	ASC
7	Marvel Super Heroes vs. Street Fighter	Capcom
8	NBA In the Zone 99	Konami
9	Pro 18 World Tour Golf	Psygnosis
10	Quake II	Activision

\* Publishers, please contact us with updates and/or corrections.  
• Denotes that the game is available on import as of press time.





11	Rat Attack	Mindscape
12	Shadow Madness	Crave
13	Silent Hill	Konami
14	Silhouette Mirage	Working Designs
15	Syphon Filter	989
16	Vermin	Eidos

## MARCH

17	3Xtreme	989
18	All Star Tennis 99	Ubi Soft
19	Attack of The Saucermen	Psygnosis
20	Big Air Snowboarding	Accolade
21	F1 Racing Sim	Ubi Soft
22	Fisherman's Bait	Konami
23	Messiah	Interplay
24	Omikron	Eidos
25	RC Stunt Copter	Midway
26	Shogun Assassin	Konami
27	Street Fighter Alpha 3	Capcom
28	Xena: Warrior Princess	989

## 1ST QUARTER '99

29	Croc II	Fox
30	Deer Hunter	Microwave
31	G Shock	Konami
32	Heavy Gear	Activision
33	High Heat Baseball 2000	3DO
34	International Rally Championship	THQ
35	Jackie Chan Stuntmaster	Midway
36	Looney Tunes	Infogrames
37	Lunar: Silver Star Story	Working Designs
38	Magzone	Trimark
39	Montezuma's Return	Utopia
40	Nectaris	Jaleco
41	NFL Full Contact Football	Konami
42	Obsidian	Rocket Science
43	Plasma Sword	Capcom
44	Project X2	Acclaim
45	Pro 18: World Tour Golf	Psygnosis
46	Rayman 2	Ubi Soft
47	Ridge Racer Type 4	Namco
48	Respect, Inc.	Psygnosis
49	Snow Break	Atlus
50	The Space Bar	Rocket Science
51	Star Trek: Klingon Academy	Interplay
52	Suikoden 2	Konami
53	Tiny Tank	MGM
54	Total Drivin'	Infogrames
55	Viper	Infogrames

## APRIL

56	Carmageddon 2	Interplay
57	Darkstone	Take2
58	Kawasaki: Motocross	Activision
59	Shao Lin	THQ
60	VR Baseball 3	Interplay

## 2ND QUARTER '99

61	007: Tomorrow Never Dies	MGM
62	Alien Resurrection	Fox
63	Final Fantasy VIII	Square/EA
64	Gex 3	Eidos

## POSSIBLE IN '99

65	Ace Combat 3	Namco
66	BeatMania: 2nd Mix	Konami
67	BeatMania: 3rd Mix	Konami
68	Daikatana	Eidos
69	Dead Unity	THQ
70	Dragon Valor	Namco
71	Ehrgeiz	Square/EA
72	Glover	Hasbro
73	Japan	Konami
74	Macross Digital Mission VF-X2	Bandai
75	Monster Rancher 2	Tecmo
76	R-Types	ASCII
77	Snowboard Kids Plus	Atlus
78	Spider-Man	Activision
79	Tail Concerto	Activision



## ARCADE 1ST QUARTER '99

1	Behind Enemy Lines	Sega
2	Bloody Roar 2	T.B.A.
3	Dead or Alive 2	Tecmo
4	Dirt Devils	Sega
5	Drones	ENCOM
6	Hydro Thunder	Midway
7	The Last Blade 2	SNK
8	NBA on NBC	Midway
9	Racing Jam 2	Konami
10	Samurai Showdown 64 pt.II	SNK

11	Shock Troopers 2	SNK
12	Spike	Sega
13	Star Wars Trilogy	Sega
14	Street Fighter III: 3rd Impact	Capcom
15	Street Fighter IV	Capcom
16	Tekken 3: Special Edition	Namco
17	Thrill Drive	Konami

## POSSIBLE IN '99

18	Beatmania: 3rd Mix	Konami
19	Bust A Groove	Enix
20	Dance Dance Revolution	Konami
21	Gunman Wars	Namco
22	Hell Knight	Konami
23	Hyper Robot Kikaio	Capcom
24	Blood Bullet	Sega
25	Hyper Bashi Bashi Championship	Konami
26	Magical Truck Adventure	Sega
27	NBA Play by Play	Konami
28	Operation Tiger	Taito
29	Power Stone	Capcom
30	Race On	Namco
31	Virtua Cop 3	Sega
32	Xtreme Rally	SNK



## GAME BOY FEBRUARY

1	Smurfs	Infogrames
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## MARCH

2	San Francisco Rush	Midway
3	Flying Dragon	Natsume
4	Roadsters 99	Titus
5	South Park	Acclaim
6	V-Rally Championship	Infogrames
7	Wario Land II (Color)	Nintendo
8	Yars' Revenge	Telegames
9	Yoda Stories	THQ

## 2ND QUARTER '99

10	Space Station: Silicon Valley	Take 2
11	Spy Hunter/Moon Patrol	Midway
12	Zelda: Link's Awakening (Color)	Nintendo









## Secret Characters

Each of the following codes can be entered at the character-select screen:

- Doctor Kiln—Hold the L button and press B, C, C, C, C, C, C, C, A
- Sumo Santa—Hold the L button and press A, C, C, C, C, C, C, C, B
- Boogerman—Hold the L button and press Up, Right, Down, Left, Right, Left on the D-pad

## CLAY FIGHTER SCULPTOR'S CUT

### Secret Characters

At the character-select screen, enter any of the following codes, then highlight the "7" box and press the R button to reveal the character you unlocked. With more than one of these codes in place, just keep pressing R at the "7" box to cycle through the secret characters:

- Earthworm Jim—Hold the L button and press B, C, C, C, C, C, C, C, A
- Sumo Santa—Hold the L button and press A, C, C, A, C, C, C, C, C
- Boogerman—Hold the L button and press B, B, C, C, C, C, C, C, C
- High Five—Hold the L button and press C, C, C, C, C, C, B, A

### Computer-Controlled Characters

At the character-select screen, highlight the character you'd like to see fighting, hold the L button and press A, A, A, A, A, C, C, C, C, C, B, A, C, C. The computer will take over your character, so just sit back and watch him or her fight.

### Debug Mode

At the character-select screen, hold the L button and press A, B, A, B, A, B, C, C, C, Up, C, C, C, C. Now start the game; when the fighters appear, press START to pause and choose the "Exit" option. Instead of returning to the main menu, you'll be sent to a debug screen where you can choose your character and the arena for your next battle. Choose your character with the D-pad and select a stage with the C and C buttons; you can even choose to start a battle in any of the smaller rooms that the fighters can get knocked into during play in the larger arenas.

## CRUIS'N USA

### Secret Stages

At the "Choose Race" screen, you can access hidden courses by holding specific buttons during as follows:

- Golden Gate Park (lower-left corner)—Hold L + C + C
- San Francisco (lower-right corner)—Hold L + C + C
- Indiana (upper-right corner)—Hold L + C + C

### Secret Vehicles

At the "Choose Car" screen, press and hold the C, C and C buttons to change the '63 Muscle Car, La Bomba and Devastator VI into an All-Terrain Vehicle, School Bus and Police Car, respectively. You must continue to hold those buttons down when you press A, Z or START to confirm your choice.

### Lights & Siren

Race in any stage until you reach the Top Ten high score table. Enter your initials, then press Down to move to the bottom of the list of high scorers and hold Left to

make the conveyor belt move. Keep holding Left for over 30 seconds; you will eventually see a head go by. Once you've done this, return to the "Choose Car" screen and select the School Bus or Police Car using the above code. During the race, you can turn on the bus' lights or the police car's siren by pressing Brake, Brake, Accelerate (hold the Accelerate button.)

## DARK RIFT

### Fight Demitron

At the title screen—when the words "PRESS START" are flashing—press Up, C, R, Right, Down, B, B, B, C to warp to a one-player Demitron vs. Demitron battle.

### Boss Codes

At the title screen—when the words "PRESS START" are flashing—enter either or both of the following codes to make the bosses available as playable characters:

Sonork—L, R, C, C, C, C, C, C, C

Demitron—A, B, R, L, C, C, C, C

You'll hear a laugh to confirm each code; now you can choose the bosses at the fighter select screen.

### See the Endings

As above, enter one of the following codes at the title screen to see your favorite character's ending sequence:

Aaron's Ending—Up, C, R, Right, Down, R, R, C

Demonica's Ending—Up, C, R, Right, Down, R, R, C

Demitron's Ending—Up, C, R, Right, Down, L, L, C

Eve's Ending—Up, C, R, Right, Down, R, R, C

Gore's Ending—Up, C, R, Right, Down, R, R, C

Morphix's Ending—Up, C, R, Right, Down, R, R, B

Niiki's Ending—Up, C, R, Right, Down, R, L, C

Scarlett's Ending—Up, C, R, Right, Down, L, L, C

Sonork's Ending—Up, C, R, Right, Down, L, L, C

Zenmuron's Ending—Up, C, R, Right, Down, L, L, C

on its head; if you touch that frog with your vehicle, Drumstick will be released.

### Play as T.T.

To play as T.T. you must race on each course in Time Trial mode until T.T. comes out to challenge you; he won't appear until you beat the pre-programmed track record in a particular track by a fairly large margin. When he challenges you, you must defeat him in a race on that course. Once you beat him in a particular track, a small T.T. icon will appear when you select that track in Time Trial mode. When you beat T.T. and earn this T.T. symbol in every single track, T.T. will appear as a playable character.

### Magic Codes

Choose "Magic Codes" from the Options menu and enter any of the following codes. Once the codes are in place, use the "Code List" option to turn them on or off. Note that many of these codes only affect the "Tracks" mode, not the "Adventure" mode; the codes that can affect the "Adventure" mode are marked with an asterisk (\*).

ARNOLD—Big characters\*

TEENYWEENIES—Small characters\*

JUKEBOX—Music menu (appears under "Audio Options")

FREEFRUIT—Start with 10 bananas

BLABBERMOUTH—Horn cheat (pressing Z will make your character speak instead of honking the horn)\*

WHODIDTHIS—Display credits (when you exit the Magic Codes menu)

BYEBYEBALLOONS—Disable weapons

NOYELLOWSTUFF—Disable bananas

BOGUSBANANAS—Bananas reduce speed

VITAMINB—No limit to bananas

BOMBSAWAY—All balloons are red (missiles)

TOXICOFFENDER—All balloons are green (drop items)

ROCKETFUEL—All balloons are blue (turbo)

BODYARMOR—All balloons are yellow (shields)

OPPOSITESATTRACT—All balloons are rainbow (magnets)

FREEFORALL—Maximum power up (all balloons give "level three" power-ups instantly)

ZAPTHEZIPPERS—Turn off zippers

DOUBLEVISION—Select same player (both players can choose the same character)\*

OFFROAD—Four Wheel Drive (better traction on dirt, grass, etc.)

JOINTVENTURE—Enable two-player "Adventure" mode\*

TIMETOLOSE—Ultimate AI (smarter computer opponents)

## DOOM 64

### Cheat Password

Enter the following password to start on Level 1 with all of the weapons in the game:

? T J L B D F V B F G V J V V B

With this password in place, press START to pause the game; you'll see a new option at the pause menu called "Features". This allows you to become invulnerable, boost your health, access all weapons (and refill your ammo) or reveal the entire map with all enemies and objects shown. There's also a stage-skip option; press Left or Right to

change the name of the stage and press a C button to warp there.

### Taunts

When you die in the game and your character falls to the ground, wait several minutes and the computer will taunt you with different messages at the top of the screen.

## DUKE NUKEM 64

### Cheat Codes

(Note: Use the D-pad to enter the following codes, not the analog joystick.) At the main menu—the one that says "New Game/Load Game/Options"—press Left, Left, L, Right, Right, Left, Left. A new option called "Cheats" will appear, but all of the cheat functions will be "locked" until you've entered the following additional codes (these must also be entered at the main menu):

- Invincibility On/Off—Press the R button seven times, then press Left
- Monsters On/Off—Press L, C, Left, R, C, Right, Left, Left
- All Items On/Off—Press R, C, Right, L, C, Left, C, Right
- Level Select—Press L, L, L, C, Right, Left, Left, C

With these codes in place, enter the "Cheats" option and you will find that all of the cheats have been unlocked.

## EXTREME-G

### Cheat Codes

At the vehicle select screen, press R to call up the control configuration menu. Highlight the "Name" option and press A, then enter any of the following code words as your name and press START to get different effects. If you've entered a code properly, your player name will not change to the name you entered, but you will hear a confirmation sound. You can enter several different codes, one at a time, to combine their effects; to deactivate a specific code, just enter it again.

ANTIGRAV—Enter this code to turn the entire course upside-down

ARSENAL—With this code in place, you'll have an endless supply of weapon pick-ups

BANANA—Enter this code to make the tracks extremely slippery

FERGUS—With this code in place, choose "Shoot-em-Up" from the Single Player menu and you'll find that each of the "drone" targets has been changed into the head of Fergus McGovern, director of Probe Entertainment

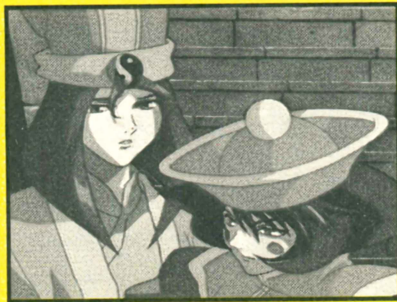
FISHEYE—Changes the in-game viewpoint to resemble the view from a "fisheye" lens, like a David Lee Roth video

GHOSTLY—Makes the course graphics semi-transparent

MAGNIFY—Changes the in-game viewpoint to resemble the view from a magnifying lens

NITROID—Gives you an infinite supply of nitro speed bursts

RA50—With this cheat in place, press START at any time during a race to pause, then select "Quit" from the pause menu. Instead of quitting the race, the game will act as if you finished the race in the position you were in when you paused. If you pause before the starting gun in a qualifying race, you'll get the first pole position;









**IGGY'S RECKIN' BALLS****Secret Codes**

At the title screen menu, press R + Z to access a cheat menu. Use the D-pad or joystick and the A button to enter any of the following codes; you should hear a signal when you press **START** to confirm each code. Once a code is in place, you can turn its effects on or off by pressing **START** during the game; you'll find a "Cheat Menu" option at the "Paused" menu.

**THEUNIVERSE**—Allows you to access all of the secret worlds

**HAPPYHEADS**—Unlocks all but one of the secret characters

**GOOEYGOOGOO**—"Slime Mode" (all tracks are gooey)

**ICEPRINCESS**—"Ice Mode" (all tracks are slippery)

**GOBABY**—Gives you a maxed-out turbo meter

**2TIMES**—2X Turbo Mode (turbo boosts last twice as long)

**NONSTOP**—"Roll Mode" (constant turbo)

**SWOPSHOP**—Randomly switches the characters' accessories (hair, glasses, spikes, etc.)

**ROLFHARRIS**—Activates the black-&-white "Pencil Sketch" mode

**2ROKTOO**—Activates "Dark City" mode, in which the only lighting comes from the balls themselves

**MICROBALLS**—Activates "Tiny Mode"

**TOOMUCHPIE**—Activates "Fat Mode" (for wider characters) and "Bomb Physics" (super jumping, no grappling)

**JUMPAROUND**—Level Select (a "Go To" option at the "Paused" menu allows you to jump to any level at any time)

**INTERNATIONAL SUPERSTAR SOCCER 64****Big Head Mode**

Wait for the words "Press Start" to begin flashing on the title screen, then press C, C, C, C, C, C, C, C, C, C, B, A, then hold the Z button and press **START**; you'll hear the announcer shout to confirm the code. Now start the game and all of the players on both teams will have huge heads.

**Secret Teams**

(Note: Use the D-pad to enter the following code, not the analog stick.) Wait for the words "Press Start" to begin flashing on the title screen, then press Up, L, Up, L, Down, L, Down, L, Left, R, Right, R, Left, R, Right, R, B, A, then hold the Z button and press **START**; you'll hear the announcer shout to confirm the code. Now access the team-select screen; you'll find a new group called "All Stars" with powerful all-star teams from Europe, Asia, Africa, America and even a "World Stars" team.

**INTERNATIONAL SUPERSTAR SOCCER '98****Big Head Mode**

Wait for the words "Press Start" to begin flashing on the title screen, then press C, C, C, C, C, C, C, C, C, C, B, A, then hold the Z button and press **START**; you'll hear the crowd laugh to confirm the code. Now start the game and all of the players on both teams will have huge heads.

**Secret Teams**

(Note: Use the D-pad to enter the following code, not the analog stick.) Wait for the words "Press Start" to begin flashing on the title screen, then press Up, C, Up, C, Down, C, Down, C, Left, C, Right, C, Left, C, Right, C, B, A, then hold the Z button and press **START**; you'll hear the announcer say, "World class!" to confirm the code. Now access the team-select screen; you'll find a new group called "All Stars" with powerful all-star teams from Europe, Asia, Africa, America and even a "World Stars" team.

**KILLER INSTINCT GOLD****Boss Code**

When you turn the game on, wait for the demo to show one of the character biographies (where you see the vital statistics and character storyline). When this appears, press Z, A, R, Z, A, B. You'll hear a laugh to confirm the code. Now Gargos is a playable

character in all game modes except "Training" and "Focused Training".

**Bonus Options + Special Colors**

As above, wait for the demo to show one of the character biographies. When this appears, press Z, B, A, Z, A, L. You'll hear a voice say, "Welcome!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1, Level 2 and Level 3 options have become available, just as if you had beaten the game at each of the first three difficulty settings. This code also gives you access to three special character colors. At the character select menu, press Up or Down repeatedly to see the available hues; instead of the standard seven colors, you'll find new gold, white and "stealth" shadow settings.

**More Bonus Options**

As above, wait for the demo to show one of the character biographies. When this appears, press Z, B, A, L, A, Z. You'll hear a voice say, "Perfect!" to confirm the code. Now access the Options menu and you'll find that the extra Level 1 through Level 5 options have become available.

**See the Credits**

As above, wait for the demo to show one of the character biographies. When this appears, press Z, L, A, Z, A, R. You'll jump immediately to the game's ending credits sequence.

**Stage Select/Music Select**

When playing in two-player mode, you can choose the stage you want to fight in by holding Up or Down when you press a button to select your character as follows:

Castle Stage—Hold Up and press B  
Jungle Stage—Hold Up and press C  
Spaceship Stage—Hold Up and press C  
Stonehenge Stage—Hold Up and press A  
Museum Stage—Hold Up and press C  
Helipad Stage—Hold Up and press C  
Bridge Stage—Hold Down and press B  
Dungeon Stage—Hold Down and press C  
Street Stage—Hold Down and press C  
Dojo Stage—Hold Down and press A  
Spinal Ship Stage—Hold Down and press C

The player who chooses his or her character first gets to pick the stage this way. Once the stage has been selected, the other player can choose the music that plays during the battle by choosing his or her character as follows:

Sabrewulf Tune—Hold Up and press B  
Maya Tune—Hold Up and press C  
Gladius Tune—Hold Up and press C  
Tusk Tune—Hold Up and press A  
Fulgore Tune—Hold Up and press C  
Orchid Tune—Hold Up and press C  
Jago Tune—Hold Down and press B  
Gargos Tune—Hold Down and press C  
T.J. Combo Tune—Hold Down and press C

Kim Tune—Hold Down and press A  
Spinal Tune—Hold Down and press C  
**Secret Stage**  
In two-player mode, have both characters choose their fighters by holding Down and pressing C; you'll fight in the secret Sky stage with Rare and Killer Instinct logos on the ground.

**KOBE BRYANT IN NBA COURTSIDE**

Note: Use the D-pad to enter the following codes, not the analog joystick.

**Big Head Mode**

At any time during the game, press Right, Right, Left, R, Z, **START**, A, **START**, A, **START**, Z on Controller 1. To return the players' heads to normal, just enter the code again.

**Disco Court**

At any time during the game, press A, C, Down, Up, C, R, B, C, C, Z on Controller 1. The stadium will change into a disco, complete with mirrored-ball sparkles and colored light panels on the floor. To return the graphics to normal, just enter the code again.

**Secret Teams**

Highlight "Pre-Season" at the main menu, hold the L button and press **START** or A. When the team-select menu appears, you'll

find three new teams to choose from: the Nintendo Gamers, the Nintendo Plumbers and the Left Field Lefties.

**Tiny Players**

At the main menu, press C, C, B, R, R, C, Up, Down, C, A, Z. Now when you start a game, the players will be tiny.

**Secret Teams**

At the main menu, press C, C, C, C, **START**, **START**, A, B, A, R, Z. Now select the Left Field Lefties team (see "Secret Teams" above) and all of the players on the Lefties will have alien heads.

**MACE: THE DARK AGE****Play as War Mech and Ichiro**

When the "Parental Advisory" screen appears just after you turn the system on, press Down, Right, Up, Left on the D-pad or joystick; you'll hear a signal to confirm the code. Now Gar the War Mech and Ichiro will be selectable at the character-select screen, just above The Executioner and Lord Deimos.

**Play as Ned the Janitor**

Enter the following code at the character-select screen:

- 1) Highlight Koyasha and press **START**.
- 2) Highlight the Executioner and press **START**.
- 3) Highlight Lord Deimos and press **START**.
- 4) Highlight Xiao Long and press Quick (A or B in the default control configuration).

**Bunny Slippers**

Enter the following code at the character-select screen:

- 1) Highlight Ragnar and press **START**.
  - 2) Highlight Dregan and press **START**.
  - 3) Highlight Koyasha and press **START**.
- Now choose any character as usual. When the fight begins, both characters will be wearing pink bunny slippers.

**Switch Faces**

Enter the following code at the character-select screen:

- 1) Highlight Al-Rashid and press **START**.
- 2) Highlight Takeshi and press **START**.
- 3) Highlight Mordos Kull and press **START**.
- 4) Highlight Xiao Long and press **START**.
- 5) Highlight Namira and press **START**.

Now choose any character as usual. When the fight begins, your opponent will have your character's face, and vice versa.

**MADDEN FOOTBALL 64****Secret Teams**

Choose "Season" from the main menu, then select "Front Office" and access the "Create Player" option. Now create a player with one of the following names; the player stats don't matter. Select "Continue," then "Save and Exit." Now return to the main menu and start a game in any mode. At the game setup menu, you'll find a new team that corresponds to the player you created as follows (note that all of the players on the EA Sports and Tiburon teams are 8'4" tall and are rated at 100 in all skill categories):

- Create a player named "AT MADDEN" to access the All-Time Madden team.
- Create a player named "SIXTIES" to access the '60s Conference B team.
- Create a player named "SEVENTIES" to access the All '70s team.
- Create a player named "EIGHTIES" to access the All '80s team.
- Create a player named "HOWLIE" to access the '97 Conference A team.
- Create a player named "LEI" to access the '97 Conference B team.
- Create a player named "STATS MEN" to access the All-Time Stats Leaders team.
- Create a player named "ELEC ARTS" to access the EA Sports team.
- Create a player named "TIBURON" to access the Tiburon team.

**Secret Stadiums**

Follow the instructions under "Secret Teams" above and enter the following player names to unlock secret stadiums at the "Stadium Select" menu:

- Create a player named "SAN MATEO" to access the EA Sports stadium.
- Create a player named "MAITLAND" to

access the Tiburon Sports Complex.

**See the Ending**

When the EA Sports logo appears, hold L + R + Z; you'll see a sneak preview of the championship celebration from the ending of a successful season of play.

**MADDEN NFL 99****Secret Codes**

Choose "Code Entry" from the main menu, then select "New Code" and enter any of the following codes to unlock secret features:

BESTNFC—Unlock NFC Pro Bowl team  
AFCBEST—Unlock AFC Pro Bowl team  
BOOM—Unlock All-Madden team  
IMTHEMAN—Unlock All-Time Stat Leaders team  
PEACELOVE—Unlock All '60s team  
BELLETTOMS—Unlock All '70s team  
SPRIBWLSHUF—Unlock All '80s team  
HEREANDNOW—Unlock All '90s team  
TURKEYLE—Unlock All-Time Greats team  
THROWBACK—Unlock NFL 75th Anniversary team  
GEARUY—Unlock NFL Equipment Managers team  
WELCOMEBACK—Unlock 1999 Cleveland Browns  
INTHEGAME—Unlock EA Sports team  
HAMMERHEAD—Unlock Tiburon team  
EASTADIUM—Unlock EA Sports Stadium  
OURHOUSE—Unlock Tiburon Stadium

**MAJOR LEAGUE BASEBALL  
FEATURING KEN GRIFFEY JR.****Secret Teams**

At the main menu—the one with the spinning baseball that says "Exhibition/Season/World Series/HomeRun Derby"—tap all four C buttons simultaneously, as rapidly as you can. You'll hear a signal to confirm if you're doing it correctly. Now choose "Exhibition" mode; you'll find two new teams in the "All-Star" division: Nintendo and Angel Studios.

**See the Ending**

At the stadium-select screen, tap all four C buttons simultaneously, as rapidly as you can. You'll hear a signal to confirm if you're doing it correctly. Now press the Z button; instead of entering the "View Stadium" mode, you'll see the team that plays in that stadium celebrating a World Series victory, followed by the game's credits.

**Fireworks**

At the stadium select screen, press Z to enter "View Stadium" mode. While viewing the stadium, hold R + Z to see a small fireworks display at home plate.

**MARIO KART 64****Reverse Tracks**

If you come in first and earn the Gold trophy in all four cups in the Mario GP 150cc mode, you'll gain access to a new option that allows you to race all 16 courses in reverse.

**Course Ghosts**

- Race on the Mario Raceway course in Time Trial mode until you get a total time of 1'30"00 or better. Once you've done this, you will be challenged by the "course ghost" Mario when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'27"10 if you want to beat him. Press R at the title screen to show off your best time on the Mario Raceway course.
- Race on the Luigi Raceway course in Time Trial mode until you get a total time of 1'52"00 or better. Once you've done this, you will be challenged by the "course ghost" Luigi when you return to that course in Time Trial mode. You must complete the course with a total time of less than 1'48"30 if you want to beat him.
- Race on the Royal Raceway course in Time Trial mode until you get a total time of 2'40"00 or better. Once you've done this, you will be challenged by the "course ghost" Peach when you return to that





course in Time Trial mode. You must complete the course with a total time of less than 2'38"00 if you want to beat her.

## MIKE PIAZZA'S STRIKE ZONE

### Secret Codes

During the game, press **START** to pause, then enter any of the following codes at the "Today's Game" screen:

- Aluminum bats—L, R, L, R, B, L, B, A, Right
- Red bats—L, R, L, R, Down, B, A, Right
- Rainbow bats—L, R, L, R, Z, B, R, A
- Devil's Thumb stadium—L, R, L, R, Right, A, C, L, A

- Activate all options on the Pitch menu—L, R, L, R, C, A, Z, C, R, L

### See the Credits

When the Major League Baseball logo appears right after you turn the game on, quickly press **R, A, Z, R, C, A, B**; you'll hear a signal to confirm. Now if you wait for the opening credits to end, the game's full credits will appear.

### Secret Dedication

When the Major League Baseball logo appears right after you turn the game on, quickly press **C, R, B, B**; you'll hear a signal to confirm and a secret message from a lovesick game programmer will appear.

## MISSION: IMPOSSIBLE

### Secret Codes

Enter any of the following codes at the mission select screen; you'll hear Ethan speak each time you enter a code properly:

- Turbo Mode—C, Z, C, Z, C, Z, C
- Big Feet Mode—C, R, Z, C, C, C
- Kids Mode—C, C, R, L, Z
- Start with Uzi Sub Machine Gun—C, C, C, C, R
- Start with Mini Rocket Launcher—R, L, C, C, C, C
- Start with 9mm High Power Gun—R, L, C, C, C, C
- Start with 7.65 Silenced Pistol—C, A, L, C, C, C, A

## MORTAL KOMBAT 4

### Cheat Menu

Choose "Options" from the main menu, highlight the "Continues" option, hold **Run** + **Block** (C + C) in the default control configuration and continue to hold them down. After about five seconds you will hear a sinister laugh; after about five more seconds, a secret "Cheats" menu will appear. Turn "Endings" on and you will finish the game after defeating just one enemy; the remaining options allow you to perform fatalities with just one button.

### Secret Characters

To access Noob Saibot and Goro, you must first access the cheat menu as described above. Next, enter one of the following codes at the character-select screen:

- Noob Saibot—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Reiko and press **Run** + **Block** simultaneously
- Goro—Highlight the "Hidden" option at the bottom of the character-select screen, press any button to hide the cursor, then highlight Shinnok and press **Run** + **Block** simultaneously

## MORTAL KOMBAT

### MYTHOLOGIES: SUB-ZERO

#### Cheat Passwords

Choose "Options" from the main menu and select "Password," then enter any of the following cheat codes:

- Enter "T D F C L T" for invincibility (you can still be killed by ceiling traps or long falls)
- Enter "G T T B H R" for infinite lives
- Enter "N X C V S Z" to start with 10 Urns of Vitality in your inventory
- Enter "C R V D T S" to see the credits from the end of the game

#### Fatality

When your opponent drops to his or her knees, stand about one step in front of your victim and press **Forward**, **Down**, **For-**

**ward** + **High Punch**; Sub-Zero will punch his opponent's head off.

#### Combos

3 Hits—**High Punch**, **High Punch**, **Low Punch**

5 Hits—**High Punch**, **High Punch**, **Low Kick**, **High Kick**, **Back** + **High Kick**

6 Hits—**High Punch**, **High Punch**, **Low Punch**, **Low Kick**, **High Kick**, **Back** + **High Kick**

#### Stage Passwords

Wind Stage—T H W M S B

Earth Stage—C N S Z D G

Prison Stage—R G T K C S

Water Stage—Z V R K D M

Fire Stage—J Y P P H D

Bridge of Immortality—Q F T L W N

Qhan Chi's Fortress—Z C H R R Y

Note: With the "Z C H R R Y" password in place, you can warp to Quan Chi or Shinnok by using the following trick: Allow yourself to be killed by the first enemy in the Fortress, then—as Sub-Zero falls to the ground—hold **A** to warp to the battle with Quan Chi or **B** to fight Shinnok.

## MORTAL KOMBAT TRILOGY

### Play as Kameleon

When the "story" screens appear during the game's demo mode, quickly press **C, C, A, B, C, C, C, C**. If you're fast enough, you'll hear Shao Kahn say, "Kameleon." Now Kameleon is a selectable character at the character-select screen.

### Play as Motaro

Choose any character, hold **High Kick** + **Low Kick** and point the D-pad or joystick away from your opponent before the battle begins. When the fighters appear on the screen, you might change into Motaro. Note: This trick only works in certain stages, including the Wasteland and Jade's Desert.

### Play as Shao Kahn

Choose any character, hold **High Punch** + **Low Punch** and point the D-pad or joystick **Down** before the battle begins. When the fighters appear on the screen, you might change into Shao Kahn. Note: This trick only works in certain stages, including the Rooftop and The Pit 3.

### Hidden Game #1

After playing 50 consecutive games in two-player mode, you'll get to play a hidden game that's similar to *Pong*.

### Hidden Game #2

After playing 100 consecutive games in two-player mode, you'll get to play a hidden game that's similar to *Galaxian*.

### Hidden Game #3

When fighting on The Pit stage, keep an eye on the moon in the background. If you see a shadow of any kind flying in front of the moon, press the **Z** button; if you do this, the winner of that match will get to play a hidden game that's similar to *Space Invaders*. This game also appears if you play 150 consecutive games in two-player mode.

### Stage Select

At the character-select screen, highlight Sonya, hold **Up** and press **START**, then choose your character normally. A "Select Kombat Zone" option will appear before the fight, allowing you to choose the stage you'd like to fight in.

### Super Hard Mode

At the character-select screen, highlight Kano, hold **Down** and press **START**, then choose your character normally. When the "Choose Your Destiny" screen appears, you'll find that all of the battle plans have been changed to make them much more challenging. The "Novice" plan now includes three endurance matches instead of one, and the "Champion" plan starts with battles against Kameleon and Motaro—followed by a whopping eight endurance matches.

### Free Play

When the "story" screens appear during the game's demo mode, quickly press **Down**, **Down**, **Up**, **Up**, **Right**, **Right**, **Left** on the D-pad. You'll hear a crunch

sound to confirm the code. Now when you die in a one-player game, you'll find that the credit counter has been replaced by the words "Free Play", which indicates that you can continue as many times as you wish.

### Secret "More Kombat" Menu

When the "story" screens appear during the game's demo mode, quickly press **Run**, **High Punch**, **Low Punch** (that's C, B, A in the default control configuration.) You'll hear Shao Kahn say "Outstanding!" Now press **START** to access the Kombat menu, then hold **Up** and press **START**. When the main menu appears, you'll find a new option with a blue question mark; this cheat menu allows you to activate the stage-select feature, disable throwing, activate unlimited "run" meters, turn on "Bloody Kombat" and activate the two secret characters, Human Smoke and Kameleon.

### Secret "Kombat Cheats" Menu

When the "story" screens appear during the game's demo mode, quickly press **High Kick**, **Low Kick**, **Run**, **Low Punch**, **High Punch**, **High Punch**, **High Punch**, **Low Punch**, **Low Punch** (that's C, C, C, A, B, B, B, A, A in the default control configuration.) You'll hear a voice say "Ow-uh!" Now press **START** to access the Kombat menu, then hold **Up** and press **START**. When the main menu appears, you'll find a new option with a red question mark; this cheat menu allows you to activate *Free Play* mode, disable the Fatality timer (giving you infinite time to do a finishing move), set one-round matches or turn the game's collision boxes on. The collision boxes are tools that the programmers use to check the characters' hit detection, but you can use them to study the attack ranges and defense parameters of your favorite fighter. When you attack, a blue box appears that shows the area of the screen that's within range of your attack and a red box appears that shows your opponent's vulnerable area. If the blue box touches the red box, your attack will connect. Note that the above code also activates the blue question mark menu as described above.

## MULTI RACING CHAMPIONSHIP

### Unlock Bonus Cars

To access the two locked garages, you must beat each track in Championship mode to gain access to Match Mode, then race in Match Mode and defeat both the Hannya and the Dues cars. If you don't want to take the time to do this, you can access both cars with the following trick: Plug in two controllers and access "Vs. Race" mode. Choose "Machine", then—when the car select screen appears—highlight one of the locked garages and press **B**; the word "Selected" will appear to confirm your choice. Both players can choose the Hannya or Dues in this mode; even better, if you use this trick to choose one of the "locked" garages for Player 1, then exit "Vs. Race" mode after leaving the car select screen, you can choose "Championship", "Time Trial" or "Free Run" mode from the main menu and the Hannya or Dues you chose in "Vs. Race" mode will still be selected.

## NAGANO WINTER OLYMPICS '98

### Repeat Ending

When you earn a gold medal in every event—including a "Championship Mode" gold medal—you will see an ending sequence with credits. If you ever decide that you want to see the ending sequence again, just access the "Awards" screen and press **Up**, **Down**, **Down**, **Left**, **Right**, **Left**, **Right**, **B, A**.

## NBA HANGTIME

### Vs. Screen Codes

Each of the following cheats must be entered at the "Tonight's Matchup" screen while the voice is announcing the names of the two teams:

All Computer Assistance Turned Off—Hold **Right**, press **Pass**, **Pass**  
Big Head—Hold **Up**, press **Turbo** + **Pass** simultaneously

Rooftop Court—Hold **Left**, press **Turbo**, **Turbo**

ABA Ball—Hold **Right**, press **Shoot**, **Turbo**, **Pass**

Display Shot Percentage—Rotate the D-pad or joystick clockwise

Each of the following codes must be entered at the "Tonight's Matchup" screen by pressing the **Turbo**, **Shoot** and **Pass** buttons to change the numbers in the box at the bottom of the screen.

Baby Sided Players—025

No Music—048

Tournament Mode—111

Fast Passing—120

Stealth Turbo—273

Max. Speed—284

No Pushing—390

Unlimited Turbo—461

Hyper Speed—552

Max. Blocking—616

Quick Hands—709

Max. Power—802

Goaltending Allowed—937

### Secret Characters

To play as a secret character, choose "Enter Name" and input the name and pin number of one of the following special guests:

Hardaway—AHRDWY 0000

Armich—AMRICH 2020

Bardo—BARDO 6000

Pesina—CARLOS 1010

C. Robinson—CLIFFR 0000

Thompson—DANIEL 0604

Roan—DANR 0000

D. Robinson—DAVIDR 0000

DiVita—DIVITA 0201

Olajuwon—DREAM 0000

Ferrier—EDDIE 6213

Elliot—ELLIOT 0000

Geer—EUGENE 6767

Ewing—EWING 0000

Hill—GHILL 0000

G. Robinson—GLENNR 0000

Grant—HGRANT 0000

Rivett—JAMIE 1000 or MUNDAY 5432

Japple—JAPPLE 6660

Skiles—JASON 0729

Carlton—JC 0000

Hedrick—JFER 0503

Hey—JONHEY 6000

Johnson—JOHNSN 0000

Kemp—KEMP 0000

Kidd—KIDD 0000

Boon—KOMBAT 0004

Malone—MALONE 0000

Martinez—MARTY 1010

Mednick—MEDNIK 6000

Miller—MILLER 0000

Minifee—MINIFE 6000

Morris—MORRIS 6000

Tobias—MOTUM 0004

Mutombo—MOTUMB 0000

Muresan—MURSAN 0000

Vinikour—MXV 1014

Ehrlich—NICK 7000

Fitzgerald—PATF 2000

Perry—PERRY 3500

Pippen—PIPPEN 0000

Quinn—QUIN 0330

Rice—RICE 0000

Rodman—RODMAN 0000

Root—ROOT 6000

Liptak—SHAWN 0123

Smits—SMITS 0000

Oursler—SNO 0103

Stackhouse—STACKH 0000

Starks—STARKS 0000

Turmel—TURMEL 0322

Webb—WEBB 0000

Webber—WEBBER 0000

Funk—NFUNK 0101

Mourning—MOURNG 0000

## NFL BUTZ

### Secret Characters

At the start of the game, when the "Enter name for record keeping?" prompt appears, enter one of the following names and PIN numbers to play as a secret character:

TURMEL—0322

SAL—0201

JAPPLE—6660

JENIFR—3333



75





turn to the main menu. Choose "Setup" again and you'll find a new option that lets you start at any level.

- "Game Boy Mode"—Press Up, Down, Right, C, Down, Up, Left, C, Up, Down
- Demo Mode—Press Left, Right, Up, Down, C, C, C, C, Left, Right, Up, Down, C, C, C, C, Left, Right, Up, Down, C, C, C, C, C

## Instant Power-Ups

At any time during the game—not while paused—you can give yourself power-up items and weapons on demand. Just enter one of the codes shown below; do them quickly for best results. This can only be done five times in each stage.

Shield—Down, Left, C, C

Two-Way Weapon—Up, C, Up, C

Three-Way Weapon—Right, Right, C, C

Four-Way Weapon—Down, Down, Up, C

Radiation Spray—Up, Down, C, C

Speed Up—Left, Left, Right, Right, C

Flamethrower Weapon—Down, Right, Down, Right, C

## SAN FRANCISCO RUSH

### Circuit Password + Secret Car

Choose "Circuit" from the Start Game menu, select "Just Play", then access the "Enter Code" option at the Circuit menu and enter the following passcode:

8DP5KGS14GS9P

G92WVCQY0DRDQ

Now choose "Continue Circuit" at the next screen to race on "Track 5 Backward & Mirrored," when the race starts, intentionally allow the timer to run out. You will be credited with a circuit victory. Now exit the Circuit mode and start a game in any mode. When the track-select screen appears, press the Z button four times; you should hear a signal to confirm the code. When you advance to the car-select screen, you will find a new vehicle, the "Team Rush" Formula 1 racer.

### Secret Alcatraz Track

First, enter the Circuit Password and earn the circuit trophy as explained above. With that code in place, enter "One Race" mode and follow these instructions:

1) At the Select Car screen, hold C, press Z, release both, tap Left on the D-pad, then press B three times to return to the main menu.

2) Choose "Setup;" at the setup screen, hold C, press Z, release both, tap Up on the D-pad, then press B to return to the main menu.

3) Choose "One Race" again; at the Select Track screen, hold C, press Z, release both, tap Right on the D-pad, then press A to advance to the Select Car screen.

4) At the Select Car screen, hold C, press Z, release both, tap Down on the D-pad, then the L button, then the R button; you'll hear a signal to confirm the code. Now press B to return to the Select Track screen, where you'll find that Track 7 is now available.

### "Setup" Screen Cheats

Each of the following codes works at the Setup menu (the one that says "Options/Controls/Audio"):

- To disable the in-game timer, hold Z and enter the following code: Hold C, press C, release both, hold C, press C.
- To disable the automatic abort feature, press the C button four times; now your car won't be picked up and returned to the main course if you get stuck against a wall.
- To disable vehicle collisions (you can drive right through the other cars) press Left, then hold Right on the D-pad and press C, then release both and press C, C, C, Z.
- To change the game's detailed polygon textures into flat shades of color, hold C, press L, release both, press Z, hold C, press L, release both, press Z.
- When your car crashes, you will return to the closest possible spot near the crash if you hold the Z button at the Setup menu and enter the following code: Hold C, press C, release both, hold C, press C.
- To turn all of the traffic cones in the

game into mines, press L, R, L, R, L, R.

- To turn the courses upside-down, press Up, Right, Down, Left, Down, Right, Up, Left.

• To change the game's gravity, hold Z, press Up, Down, then release Z and press Up, Down, Up, Down. Repeat the code up to three times for three different gravity settings.

### "Select Car" Screen Cheats

Each of the following codes works at the "Select Car" menu:

- To change the height of your car, hold C, press C, release both, hold C, press C. Repeat up to four times for different heights.
- To change the size of your vehicle's front tires, hold C, press C, release both, hold C, press C. Repeat the code for different tire sizes.
- To change the size of your vehicle's rear tires, hold C, press C, release both, hold C, press C. Repeat the code for different tire sizes.

• To start your vehicle on fire, hold C and press Z four times; enter the code a second time to put out the fire, and again to return the vehicle to normal.

- To change your car into a mine, press C, C, Z, C, C, Z, C, C, C.

• To change the color of the fog in the game, hold Z and press C three times; repeat the code to get different colors.

### Extra Camera Angles

While driving with one of the two "external" camera angles, hold the L button and press Up or Down on the D-pad to change the distance between the camera and your vehicle.

### Drive at Night

During the game, press START to pause and choose "Options" from the pause menu. Highlight the "Fog" option and cycle through the different settings by pressing Left or Right. If you hold all four C buttons, you'll see that the "Extreme" fog setting has been replaced with a new option called "Foggy Night."

## SNOWBOARD KIDS

### Unlock All Secret Options

At the main menu—the one that says "Start / Lesson / Option"—carefully enter the following code: Press Down, Up on the analog joystick, then Down, Up on the D-pad, then C, C, L, R, Z, then Left on the D-pad, C, Up on the analog joystick, B, Right on the D-pad, C, START; you should hear one of the characters yell, "Yeah!" as the screen fades to black. This code unlocks the secret character, Sinobin, three secret courses (Quicksand Valley, Silver Mountain and Ninja Land) and a new "Special" board style in the Board Shop.

## STAR WARS: SHADOWS OF THE EMPIRE

### Cheat Mode

Enter your name as "Wampa" (Stompa) or use the "Rename" option to change your name to this. Note that there's a space before "Wampa" and two spaces before "Stompa," and that the "W" and "S" are the only letters that are capitalized. Now start the game and enter any stage. During the game, press START to pause; when the pause menu appears, hold L + R + Z + C + C + C + C + Left on the D-pad. While continuing to hold those buttons down, point the analog joystick slightly to the left—not all the way to the left—and hold it there until you hear a sound. After you hear the sound, point the analog joystick slightly to the right—not all the way to the right—and hold it there until you hear another sound. Repeat the process with the analog stick to the left again, then again to the right, and once more to the left; you should hear a sound to confirm at each step, and at the end of the procedure, a cheat menu will appear at the top of the screen in pink letters. (Now you can release all of the buttons!) Use L and R to scroll through the different cheat codes and press A, B or START to activate the one you wish to use as follows:

- Get all stuff (weapons, items)
- Invincibility
- 50 lives
- Sleepy villains (press Up on the analog joystick to change the message to "Villains are sleepy," now all of your enemies are frozen in place and won't attack you. Press Down to deactivate.)
- Kill Dash
- Teleport (to another location in the current stage)
- (Skip to) Next level
- (Restart) This Level
- (Return to) Previous Level
- Wall Ghost (Press Up on the analog joystick to turn this option "on," now you can walk into walls and go right through locked doors. Press Down to deactivate.) You'll notice the new item at the pause menu called "Game Secrets;" check this out to find some additional cheats that you can use in certain stages; one of them gives you a fully three-dimensional mapping system. Finally, with this cheat code in place, if you choose "Quit" from the pause menu and return to the stage-select menu, you'll find that all of the game's stages have been unlocked.

### Play as X-Wing or TIE Fighter

Play through the Skyhook Battle stage until you reach the Skyhook station. Once you're given control of the Outrider, change the camera angle until you have a view of the Outrider from behind. Next, press START to pause, then hold Left + L + R + Z + C + C + C; with all of those buttons held down, press Up and Down on the joystick to change your ship to an X-Wing or Imperial TIE Fighter.

### Control Enemy Characters & Vehicles

Enter your name as "Wampa" (Stompa) or use the "Rename" option to change your name to this, with the exact specifications as described above under "Cheat Mode." Now start the game and press START to pause; when the pause menu appears, choose "Options" and set the controls to "Traditional." Now you can take control of other characters in the game as follows:

- In the "Battle of Hoth" stage, play until the AT-STs appear, then hold C and press Up, then press C repeatedly until you see an over-the-shoulder view of an AT-ST. Press Left or Right on the D-pad to steer it or hold Up to fire its primary weapon. You can still control your snowspeeder with the analog joystick while you're in AT-ST mode (if you can see it!) Once the code is in place, press C to toggle between the snowspeeder and the AT-ST.
- In the "Escape from Echo Base" stage, hold C and press Left on the D-pad; you'll be controlling one of the Wampa creatures that are being held in cages on this level. (Note: This code won't work at the "Easy" difficulty level because the first Wampa cage will be empty.) You can still control Dash with the analog stick while playing as the Wampa. Use the D-pad to control the Wampa; hold Down to attack. Once the code is in place, press C to switch between Dash and the Wampa.
- Also in the "Escape from Echo Base" stage, hold C and press Right on the D-pad; you'll be controlling an Imperial Snowtrooper. You can still control Dash with the analog stick while playing as the Snowtrooper. Use the D-pad to control the Snowtrooper; hold Down to fire. Once the code is in place, press C to switch between Dash and the Snowtrooper.
- In the "Gall Spaceport" stage, hold C and press Left on the D-pad to control a Wampa or Right on the D-pad to control an Imperial Stormtrooper; these both work as described under "Escape From Echo Base" above.
- In the "Imperial Freighter Suprosa" stage, hold C and press Right on the D-pad to control a Stormtrooper as described above.
- In the "Sewers of Imperial City" and "Xizor's Palace" stages, hold C and press Right on the D-pad to control one of Prince Xizor's armored guards.

## See the Ending

Enter your name as "Credits" (the first character is a space) or use the "Rename" option to change your name to this. When you choose a level and start the game, you'll go directly to the game's ending and credit sequence. Note: When entering the name, be sure that the "C" is the only letter that's capitalized. After the credits begin to repeat, press START to return to the title screen; when it appears, point the analog joystick in the Up/Right position to see a photo of the game's creators.

### Wampa Noises

Enter your name as "R\_Testers\_ROCK" or use the "Rename" option to change your name to this. Now you can hear Wampa sounds whenever you access any menu option.

## SUPER MARIO 64

### Cinema Camera Change

Make sure you have a second controller plugged into the Player 2 port when you defeat Bowser and finish the game. When Mario flies off to the castle and Peach appears with her Toad guards, you can use the analog joystick on Controller 2 to change the camera angle. This also works in the game scenes that appear while the credits are rolling.

## TETRISPHERE

### Secret Scene

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "VORTEX." Choose "OK" to confirm the name, then press and continue to hold the RESET button on the Nintendo 64. After about five seconds, you'll see an animated sequence with characters from the game being pulled into a vortex; the scene will repeat itself as long as you hold the RESET button down.

### Secret Game Mode

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "LINES." A new game mode called "Lines" will appear at the bottom of the menu on the right side of the screen.

### Stage Select

Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold C + C and press the L button; you'll see the numbers on the menu change to different characters. Use these new characters to enter the following "name": Saturn, Flying Saucer, Rocketship, Heart, Skull. Now choose "Start" and enter the "Rescue," "Hide & Seek" or "Puzzle" game modes; you'll find that you can now choose any stage to start on.

### Bonus Music

Choose "Single" from the main menu, then choose the "New Name" option. At the name entry screen, hold C + C and press the L button as above to change the numbers on the menu to different characters. Enter the name "GAMEBOY" but use the alien head character in place of the letter "A." Now access the Audio options from any point in the game and you'll find ten secret music tracks that sound suspiciously like Game Boy tunes.

### See the Credits

Choose "Single" from the main menu, then choose the "New Name" option and enter the name "CREDITS." You'll be taken immediately to the game's credits sequence.

## TOP GEAR RALLY

### Cheat Codes

Each of the following codes can be entered at any time during the game, but it's best to do them slowly and deliberately while you're at the menu screens before the race:

- Access all cars (except bonus cars)—A, Left, Left, C, A, Right, Z
- Access All Tracks (except Mirror Tracks)—A, Left, Left, Right, Down, Z
- Access Mirror Tracks—Right, Up, Left, C, Right, Down, Z
- Access Milk Truck—Down, A, Right, Z, Right, Up, C





• Access Helmet Car—Up, Z, B, A, Left, Left

• Access Ice Cube Car—C, Up, B, Right, A, C, A, Right

• Access Beach Ball Car—B, B, A, Left, Left, C, A, Right

• Access Mirror Cars—Right, Up, Left, C, C, A, Right, Z. With this code in place, press C at the Car Select screen to change any car into a mirror-textured vehicle.

• Non-Blur Mode—B, Left, Right, Up, Left, Z, Right. This code turns off the N64's "bi-linear filtering" effects, making the graphics appear to be more "pixelated."

• ZBuffer Mode—C, Z, B, Up, Up, Right. The ZBuffer is used by the N64 to determine if a pixel that is about to be drawn is in front or behind the pixel already on the screen. This buffer is exactly the same size as the buffer that contains the color information for each pixel. When you enter this cheat, the N64 continuously copies the current ZBuffer data into the color data, and the result is a freaky mess of colors on the screen. Enter the code again to turn ZBuffer Mode off.

#### See the Credits

Choose "Options" from the main menu, then highlight "the Load Configuration" option and press C, Right, Down, Z. You'll see the full credit sequence from the end of the game—not the abbreviated version that can be called up from the Options menu at any time.

#### TUROK: DINOSAUR HUNTER

##### Cheat Codes

Choose the "Enter Cheat" option and enter any of the following cheat codes. If you've entered a code correctly, a confirmation message will appear and a new option called "Cheat Menu" will appear among the game's options. Each of the following codes can be toggled on and off at the main menu; they can also be accessed during the game (except "Gallery" and "Show Credits").

R B N S M T H—Invincibility

T H S S L K S C L—Spirit Mode

C M G T S M M G G T S—All Weapons \*

B L L T S R R F R N D—Unlimited Ammo \*

F R T H S T H T L R L S C K—Infinite Lives

G R G C H N—Big Head Mode \*\*

D N C H N—Tiny Enemy Mode

D L K T D R—Pen and Ink Mode

L L T H C L R S F T H R N B—Purdy Colors

S N F F R R—Disco Mode (enemies don't attack)

C L L T H T N M T N—Quick Mode

T H B S T—Gallery (view the characters)

F D T H M G S—Show Credits \*\*\*

N S T H M D N T—Show Enemies (on the map)

(\* This cheat is also activated by the "RB-NSMTH" and "GRGCHN" codes.)

(\*\* This cheat is also activated by the "RB-NSMTH" code.)

(\*\*\* This cheat is also activated by the "RB-NSMTH", "GRGCHN" and "DNCHN" codes.)

#### "The Big Cheat"

At the "Enter Cheat" menu, input the code "N T H G T H D G C R T D T R K". This activates nearly all of the cheats described above as well as allowing you to warp to any stage or "boss" battle.

#### WAR GODS

##### Fatalities

Ahuja Kin—In close, 3-D, ↑ ↓ ↑ + High Kick

Anubis—3-D, → ↘ ↓ ← + High Punch + Low Kick

Pagan—From 1/2 screen distance, ← → + Low Punch

Tak—← ↓ ↓ → + Low Punch + High Kick

Maximus—Hold 3-D, press → → + High Punch + Low Punch

CY-5—From 1/2 screen away, ← ← + High Punch

Warhead—Far away, 3-D, → ↘ ↓ ← + High Kick

Voodoo—From 1/2 screen away, ← → + Low Punch

Vallah—In close, → → + Low Kick

Kabuki Jo—At sweep distance, ← ↓ ↓ → + Low Kick + High Kick

#### Play as Grox

At the character-select screen, quickly press Down, Right, Left, Left, Up, Down, Right, Up, Left, Left. You'll hear the announcer say, "All too easy!" to confirm the code. Now press any button to choose the highlighted character; Grox will not appear until the fight begins.

#### Play as Exor

At the character-select screen, quickly press Left, Down, Down, Right, Left, Up, Left, Up, Right, Down. You'll hear the announcer say, "All too easy!" to confirm the code. Now press any button to choose the highlighted character; Exor will not appear until the fight begins.

#### Infinite Continues

At the first *War Gods* title screen—not the one with the "Start/Options" menu on it—quickly press C, C, Right, A, B, C, C. You'll see the screen flash and the announcer will say, "All too easy!" if you've entered the code correctly. Now access the Options menu and highlight the "Continues" option; you'll find a new setting called "Free Play."

#### Cheat Menu

At the first *War Gods* title screen—not the one with the "Start/Options" menu on it—quickly press Right, Right, Right, B, B, A, A. You'll see the screen flash and the announcer will say, "All too easy!" if you've entered the code correctly. Now access the Options menu; you'll find a new option called "Cheat Menu" which allows you to handicap either player, choose which stage you'd like to fight in, disable the game timer or activate an "Easy Fatality" option. With this option turned on—and the "Fatalities" option activated at the main menu—you can perform any character's fatality with ease by simply standing at the correct distance (as described above) and pressing all four Punch and Kick buttons when the "Prove Yourself!" message appears.

#### WAVE RACE 64

##### Ride the Dolphin

Enter Stunt Mode and choose the Dolphin Park course. Now perform all of the possible stunts (handstand, ride backwards, stand up, somersault, vertical flip off a ramp, barrel roll off a ramp clockwise and counter-clockwise and submarine dive off a ramp), go through all of the rings and finish the course before the timer expires. The easiest way to accomplish this difficult task is to do all of the non-ramp stunts at the beginning of the course, before you reach the ramps; you can even do one stunt—like the stand and somersault—before you cross the starting line and you should still have enough time to reach the first checkpoint. There are only four ramps in the course, so you must do a different ramp stunt on each of them. If you do all of the above correctly, you should hear the dolphin chattering when you cross the finish line. With this trick accomplished, return to the main menu, choose Championship mode and select the "Warm Up" option. When the Watercraft Select menu appears, highlight the character you want, hold the joystick Down and press a button to confirm your choice. (If you want the alternate-color character, hold Up on the D-pad while holding Down on the joystick.) When the race starts, you'll be riding the dolphin instead of a jet ski. With the dolphin trick accomplished, you'll also find that the game's demo mode alternates between the normal demo and a new demo of people riding dolphins.

#### WAYNE GRETZKY'S 3D HOCKEY

##### Invisible Players

Pause the game and select "Replay". Press L or R to highlight a player; that player will flash for a brief instant. If you press Z quickly before the player stops flashing, he will turn invisible. Press START twice to return to the game; that player will stay invisible. Note that press-

ing Z causes the highlight to return to the player closest to the puck, and that highlighting an invisible player will cause him to become visible again. Note the order in which you advance through the players as you press the L or R button. To turn your entire team invisible, advance through the line-up with L or R until you reach the last player on your team, press Z to turn him invisible, then use the same button to advance to the next-to-last player, press Z, etc. You can't turn the goalie invisible with this trick, but if you pause the game while no player is controlling the puck, you can turn the players on both teams invisible.

#### Multiplayer Practice

To play in Practice mode with more than one player, each player aside from Player 1 should hold the A button at the title screen, then have Player 1 highlight "Practice" and press A. If you do this, all of the other players who were holding A will get to play in practice mode with you.

#### Instant Start

To start a game quickly, hold any button except A at the main menu and press START; you'll immediately jump to the face-off with you playing as Gretzky on the Rangers.

#### Select Opposing Team

When playing against the computer, go to the "Select Your Team" menu, highlight the team you wish to play against and press the C button three times; you'll hear a click to confirm that the highlighted team has been chosen as your opponent.

#### Player Size Tricks

At the Options menu, hold the C, C or C button and press R; you'll see a line of numbers called "Specials" at the bottom of the screen. The first six digits control the way your character appears in the game as follows:

Big Heads—Hold the C button and press R until the first two digits of the "Specials" option are "10".

Huge Heads—Hold the C button and press R until the first two digits of the "Specials" option are "01".

Tiny Heads—Hold the C button and press R until the first two digits of the "Specials" option are "11".

Tiny Players—Hold the C button and press R until the third digit of the "Specials" option is "1".

Giant Players—Hold the C button and press R until the fourth digit of the "Specials" option is "1".

Short, Fat Players—Hold the C button and press R until the fifth digit of the "Specials" option is "1".

Tall, Thin Players—Hold the C button and press R until the sixth digit of the "Specials" option is "1".

Some of these effects can be combined; for example, if you want giant players with tiny heads, use the above codes to change the first four digits of the "Specials" option to "1101". Some of the codes also change the announcer's voice in a humorous way.

#### Forfeit Game

During a game, press START to pause, then access the Options screen. Hold the L button and press C nine times; the seventh digit of the "Specials" option will be changed to "1". When you return to the game, you'll find that the game clock has been reduced to 0:00 and the score is 1-0 against you.

#### Trade Players

At the Options screen, hold the L button and press C, C, C, C, C, C, C, C, C, C; the eighth digit of the "Specials" option will be changed to "1". Now return to the main menu, choose "Records" and access the "Team Stats" option. When the team stats appear, press the C button ten times. A secret "Modify Teams" menu will appear. Use the D-pad or joystick to choose two teams to modify, then press A. The roster of the first

team appears on the left; press B to change the team on the right. Use Up or Down to highlight the name of the player you want to replace, use Left or Right to highlight the name of the player you want to replace him with. Press the A button to make the substitution. Press START to advance to the other team to modify; when you're finished (or if you just wanted to mess with one team) press the START button to return to the "Team Stats" screen.

#### Frequent Fight Mode

At the Options screen, hold the L button and press C, C, C, C, C, C, C, C, C, C. The "Specials" option will appear with the tenth digit changed to "1". Now you'll have a fights breaking out every time a player is checked—but only if you're playing in "Arcade" mode with fighting turned "on". Also note that this code is automatically deactivated at the end of each period.

#### Access Super Teams

At the Options screen, hold the L button and press C, C, C, C, C, C, C, C, C, C. The "Specials" option will appear with the tenth digit changed to "1". Now you have access to four super teams at the "Select Your Team" menu: USA, Canada, Williams Entertainment and the "99ers".

#### See Company Logos

Press Z at the Options menu to view the different company logos that appear on the sides of the rink during the game. This only works if you choose Options from the main menu, not while a game is in progress. You can also do this at some of the other menu screens, like the "Records" menu.

#### WAYNE GRETZKY'S 3D HOCKEY '98

##### Secret Codes

All of the codes listed above for the original *Wayne Gretzky's 3D Hockey '98* except for the "Invisible Players" code and the "Trade Players" code. (The ability to trade players is a standard option in the '98 edition, not a hidden feature.) Also, the "Access Super Teams" code will allow you to choose four historical NHL teams—the Hartford Whalers, Minnesota North Stars, Quebec Nordiques and Winnipeg Jets—instead of the "super" teams from the original game.

#### WETRIX

##### Change Floor Graphics

Play the game in Practice mode and complete all 16 practice rounds. Once you've done this, the main menu screen will have a red background. Now access the Options menu; you'll find a new option called "Floor." Highlight this option and press A repeatedly to cycle through the different floor textures; when you play a new game, the image on the floor will be the one you chose.

##### New Puzzle Pieces

After completing all the practice rounds, achieve a rating of "OK" in Classic Mode, Pro Mode and all of the different game types in the Challenge and Handicap modes. (The game icons will flash green after each successful completion.) Once you've done this, the main menu screen will have a green background. Now select any mode of play except Practice. In the sub-menu for each game mode you will see a blue water bubble icon. Press A to change the bubble into a rubber duckie; this allows you to play with new oddly shaped pieces, including triangles, shorter walls and large blocks.

##### Make Waves

Once you have earned the green background as described above, hold C at the main menu to create a waterspout—or C to create a vortex—which you can move around the screen with the analog stick.





## ADIDAS POWER SOCCER

Dream Team

At the player-select screen—the one that shows the formations at the top, just before the match starts—press **L2 + R2 + □ + X** simultaneously; do this several times until the name of your team changes to "Dream Team!" Now you have a fast, super-powered team.

ADVANCED DUNGEONS & DRAGONS  
IRON & BLOOD  
WARRIORS OF RAVENLOFT

Boss Codes

Enter any of the following codes at the character-select menu. If you've entered a code correctly, your cursor will appear on one of the four corners of the screen and the boss character's portrait will appear in the center. Note: The codes don't have to be entered extremely quickly, but if you're too slow they won't register, so try again.

The Minion of Chaos—Hold **L1 + L2 + R1 + R2 + Up** and press **X**.

The Lord of Chaos—Press **Up, Down**, then roll the D-pad from **Up** to the **Down/Left** position and press **△ + X** simultaneously. (The movement should go like this: **↑ ↓ ↑ ↖ ↗ △ + X**) The Avatar of Order—Hold **Left** and press **□**, then press **Right + O** simultaneously. Count Strahd von Zarovich—Press **Up**, then roll the D-pad from **Right** to **Down**, then press **Left, R1, R2, L2, L1**.

## APOCALYPSE

Cheat Codes

At any time during the game, press **START** to pause, then enter any of the following codes: **Invincibility**—Hold **L1**, press **Down, Up, Left, Left, △, Up, Right, Down**. **All Weapons**—Hold **L1**, press **□, O, Up, Down, X, □**. See Programmers' Debug Info—Hold **L1**, press **Down, Down, △**. **Stage Select**—Hold **L1**, press **△, Up, X, Down** (this code adds a stage-select option to the "Paused" menu as well as the main menu).

## AREA 51

Alien Mode

Shoot the first three humans you see without hitting anything else; you'll be playing the game in "Kronn Hunter" mode with strange colors and a different ending sequence.

## ASSAULT RIGS

Access All Weapons

During the game, quickly press **Left, Right, Left, Left, Right, Left, Right, Right, Up, Down, Up, Up, Down, Up, Down, Down**. A message will appear on the screen that says, "Max weapons added...oh yes!" You now have a full supply of every single weapon in the game. Note: This code will not work while the game is paused; you must enter it during the action on any stage. Repeat the code whenever necessary to refill your ammo.

Invincibility

Also during the game, quickly press **Left, X, Left, X, Left, Left, X, Right, X, Right, X, X**. A message will appear on the screen that says, "Invincible! Yes indeed!" Now your tank cannot be harmed. Note: This code will not work while the game is paused.

## ASTEROIDS

Cheat Codes

Enter any of the following codes at the title screen while the words "PRESS START" are flashing: **Unlock Secret Excabur Ship**—Hold **SELECT** and press **△, O, O, △, □, □, O**.

**Stage Select/Invincibility**—Hold **SELECT** and press **□, O, O, △, △, □, □, O** (With this code in place, start the game, then hold **SELECT** and press **START** to access a secret menu that allows you to select any stage or turn the "Collision" off to become invincible. Once you've picked a starting stage, press **L1** to warp there.)

**Unlock "Classic Asteroids" Game**—Hold **SELECT** and press **O, O, O, △, □, □, O**.

"Classic Asteroids" Codes

While playing "Classic Asteroids," press **START** to pause the game and enter any of the following cheat codes whenever necessary:

One extra life—**Up, Down, Left, Right, O, □, X, △**.  
99 Lives—**Up, X, Down, △, Left, □, Right, O**.  
Invincibility—**Down, Down, Up, Up, O, □, △, △**.

## AUTO DESTRUCT

Cheat Menu

At the main menu, press **Up, Down, Left, Right, Down, Right, L1, R1, R1**. Begin a new game and press the **START** button to pause. If you entered the code correctly, you should see a new option called "Cheat Menu." The remainder of the codes shown below should be entered while in the cheat menu; each option will appear upon successfully entering the corresponding code:

Extra Nitros—**L1, O, Down, L1, Up, □, O, R1**.  
Extra Money—**L1, R1, Up, O, Down, □, Right, R1, L1**.

Add One Minute to Time—**Down, L1, L1, O, O, R1, Up, □, L1**.

Invincibility—**L1, L1, L1, L1, Left, O, O, □, L1**.  
Infinite Fuel—**L1, O, Left, L1, O, R1, L1, Up, R1, Down**.

Car Tune-Up Menu—**L1, R1, L1, Up, Down, O, Down, Right, Left, □, R1**.

Blood Mode—**L1, Down, R1, Left, L1, Right, R1**.

Angel Mode (causes angels to rise from dead pedestrians if Blood Mode is also enabled)—**Up, R1, Down, L1, Up, Left, R1, Right, L1**.

Mission Select—**Up, Down, O, L1, R1, L1, O, Down, Up**.

Next Mission (jump to next mission from the cheat menu)—**□, O, R1, L1, O, Down, L1, Up**.  
All Time Trials Available—**R1, L1, O, Left, O, O, Left, L1, O**.

Car Select

After you've entered the Car Tune-Up Menu code shown above, enter this new menu and press **Left, R1, Right, R1, Left, R1, Right, R1**. A Car Select option will appear at the bottom of the list; this allows you to play as several alternate cars including an ambulance.

## BEAST WARS TRANSFORMERS

Weapon Power-Up

During the game, press **START** to pause. When the word "Paused" appears on the screen, hold the **L2** button and enter the following code quickly: **Up, Down, Left, Right, △, X, □, START**. Now your character's weapon will be more powerful than the standard weapon.

Stage Skip

During the game, press **START** to pause. When the word "Paused" appears on the screen, hold the **L2** button and enter the following code quickly: **Up, Down, Left, Right, △, X, X, △, Right, Left, Down, Up, START**. The words "Mission Completed" should appear on the screen and you'll be able to advance to the next one.

## BIO FREAKS

First-Person View

During a match, hold **L2 + R2** and point the D-pad away from your opponent to activate a first-person camera view. To return to the standard camera angle, hold **L2 + R2** and press **Down**.

## BLAST CHAMBER

Infinite Lives

At the main menu, press **□, Left, □, Right, O, Down, O, Up**; you'll hear a metallic sound to confirm. Now start a game in "Solo Survivor" mode; when you die, your life count will not be decreased.

## BOMBERMAN WORLD

Secret Passwords

Choose "Game Mode" at the main menu, then select "Normal Game" and access the "Password" option. Now you can enter any of the following codes to unlock special features:

**3 6 3 6**—Unlocks two extra stages in Battle Game mode.

**1 6 2 2**—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to play with all of the blocks removed.

**6 8 3 3**—With this code in place, enter a Battle Game and choose Stage 1 (Standard) to start with all of the characters in the middle of the screen instead of at the outside edges.

## BUBSY 3D

Cheat Codes

Press **□** at the title screen to access the "Load Game" menu, then enter any of the following passcodes for different effects:

**X M U C H O L I F E**—99 lives.  
**X T O O R O C K E R**—Have all rockets.  
**X L V L C H T M S B**—Access all levels.  
**X Z O O M M E R K B**—During the game, hold

Left on the D-pad and press **START** to warp to a different location in the current stage.

**X A L L D B U G C R**—Activate all of the above cheats at once.

**X B N S C H T M M M**—Play bonus round.

**X U R A S N A K E R**—Bubsy w/black T-shirt & eyepatch.

Voice Test

As above, access the "Load Game" menu, then enter the following passcodes to hear all of Bubsy's dialogue from the game (each code will allow you to hear a group of phrases from a specific scenario).

**B U B S Y H I T X A**

**B U B S Y B O P X A**

**B U B S Y C N T X A**

**B U B S Y D O G X A**

**B U B S Y C A R X A**

**B U B S Y G L D X A**

**B U B S Y H I H X A**

**B U B S Y I D L X A**

**B U B S Y P O W X A**

**B U B S Y S C R X A**

**B U B S Y U F O X A**

**B U B S Y W O O X A**

**B U B S Y W O L X A**

**B U B S Y W O R X A**

## BUSTER BROS. COLLECTION

Super Buster Bros. Stage Select

Choose Super Buster B. from the main menu and select "Game Start." When the "Select Mode" screen appears, choose the number of players; then, at the next menu, highlight "Tour Mode," hold **Down** on the D-pad and press **X**. A stage-select menu will appear.

Buster Buddies Stage Select

As above, choose B. Buddies from the main menu and select "Game Start." When the title screen appears, choose the number of players; then, at the "Select Game" menu, highlight "Normal," hold **Down** on the D-pad and press **X**. A stage-select menu will appear after the player-select menu.

Buster Buddies Bonus Stages

Choose B. Buddies and select "Game Start." When the title screen appears, choose the number of players, then quickly hold **X** on Controller 2 before the "Select Game" menu appears. When it does, highlight "Normal" and press **X** on Controller 1. After choosing your character(s), you'll access a top secret series of bonus stages.

## CARDINAL SYN

Cheat Codes

Each of the following codes can be entered at the title screen while the words "Press Start" are flashing:

• **Unlock all characters except Syn and Kron**—**L1, R2, R1, □, Down, O, Down, L2, □, □, □, □**.  
• **Unlock Syn**—**R1, Right, R2, □, R1, Down, R1, R2, R2, O**.

• **Unlock Kron**—**L2, L2, Up, Up, Up, Left, Down, Up, O, L1**.

• **New costume for Orion**—**R2, Down, Down, O, □, □, R2**.

• **New costume for Nephele**—**□, L1, O, Up, △, Left, △**.

• **New costume for Juni**—**Down, □, Down, L2, Down, Down, Down**.

• **New costume for Syn**—**O, O, O, L1, R1, O, Left**.

• **Infinite Magic**—**Right, Right, Right, Left, △, Left, Left, □**.

• **Allow dismemberment in any round**—**Up, Up, Right, Right, Left, O, O, Down**.

• **See characters' ending sequences instead of opening sequences**—**△, Right, △, Right, △, △, R2, R1, L1, L2, △, △**.

## CARNAGE HEART

Manual Control

During a battle, press the **SELECT** button to bring up the display menu, then press the **SELECT** button 11 more times. You'll see the last option on the menu change from "Camera" to "Action." Highlight this new option and press **X** to change the setting from "Automatic" to "Manual"; now you can control your OKE as follows:

**Up, Down**—Move forward, backward.

**Left, Right**—Turn left, right.

**L1 + Left**—Move left.

**L1 + Right**—Move right.

**L1 + Up**—Change altitude up.

**L1 + Down**—Change altitude down.

**□**—Grapple.

**△**—Jump up.

**△ + D-pad**—Jump forward, backward, left or

right.

**X**—Fire Main Weapon.

**O**—Duck.

**R2 + △**—Fire Sub Weapon.

**R2 + X**—Fire Sub Weapon twice.

**R2 + O**—Fire Sub Weapon three times.

**R2 + □**—Fire Sub Weapon four times.

If you're in battle with one or more allies and you use the **L2** button to view a different OKE, you will take control of that OKE and the one you were controlling before you pressed **L2** will revert to automatic control.

## CART WORLD SERIES

Cheat Codes

At the "Select Driver" menu, choose "Create Driver" and enter one of the following names for different effects:

**BANZAI**—No collisions with other cars.

**EPILEPTI** or **SPACERID**—Race on *Tron*-style tracks.

**FAT TIRE**—Fat rear tires.

**PUSHBUTT**—With this name in place, start the game in analog control mode; when you push in the left analog controller (that is, push it into the controller until you hear a click) you'll see the reverse camera angle of your car; push in the right analog controller to activate the clutch.

## COLONY WARS

Cheat Passwords

Choose "Options" from the main menu, then select "Password" and enter any of the following codes exactly as they appear:

• Enter "HestasRetort" for infinite energy.

• Enter "CommanderJeffer" to access all levels.

• Enter "Tranquille" to get super-cooled weapons.

• Enter "MemoX33RTY" for infinite secondary weapons.

## COLONY WARS: VENGEANCE

Cheat Passwords

Access the "Password" option and enter any of the following passcodes exactly as they appear here:

• Enter "Demon" to access a stage-select option.

• Enter "Vampire" for infinite energy.

• Enter "Thunderchild" for infinite Afterburner.

• Enter "Chimera" for infinite Secondary weapons.

• Enter "Hydra" for 99 upgrade credits.

• Enter "Dark\*Angel" for super-cooled weapons.

• Enter "Tornado" to access all weapons.

• Enter "Thunderchild" to access all fighters.

• Enter "Blizzard" to activate all of the above cheats.

• Enter "Stormlord" to turn all active cheats off.

## COMMAND &amp; CONQUER: RED ALERT

Retaliation

Cheat Codes

Each of the following cheat codes can be entered as follows: Access the sidebar menu, then highlight the symbols in the order shown and press the Cancel button (O in the default control configuration) at each one. For example, to enter the "Parabombs" code, press **△** to access the sidebar, then highlight the **□** symbol, press the **O** button, highlight the **X** symbol, press the **O** button, highlight the **O** symbol, etc.

• **Invulnerability**—**□, X, O, X, △, △**.

• **1,000 Credits**—**X, X, □, O, O, O**.

• **Atom Bomb**—**O, X, O, O, X, □**.

• **Chronoshift**—**□, O, △, X, □, O**.

• **Parabomb**—**X, X, X, O, □**.

• **Reveal Entire Map**—**△, △, X, O, △, □**.

• **Win Current Level**—**O, O, △, X, X, □**.

• **Loss Current Level**—**O, X, O, □, X**.

• **"Soylent Green" mode** (harvest people instead of ore)—**□, X, □, X, □, X**.

• **Replace generic "civilians" with real names**—**□, □, O, O, △, △**.

## CONTRA: LEGACY OF WAR

Cheat Codes

Each of the following codes works at the main menu with the title screen in the background:

**Infinite Continues**—**L2, R2, L1, R1, Left, Right, Right, Left** (Your continues will still count down, but when you get past zero they'll go into negative numbers).

**Access All Weapons**—**L2, R2, L1, R1, Up, Down, Down, Up** (During the game, hold the





Lie Down button and press the Weapon Select button to change weapons)

Stage Select—L2, R1, L1, R2, Left, Right, O, □, R2, L2

Sound Test—R2, R1, L1, L2, Up, Right, Down, Left (Press Up or Down to change the sound number and press START to hear it)

Movie Test—L2, L1, R1, R2, Up, Left, Down, Right (Press Up or Down to change the movie and press START to watch it)

Hidden "Gyuss" Game—L2, L1, Left, Right, R1, R2

Hidden "Pac-Tank" Game—R2, R1, Right, Left, L1, L2

## COOL BOARDERS

### Funny Announcer

Choose "Options" from the main menu, then press the SELECT button 55 times at the Options screen (or 40 times if the word "Replay" is not highlighted); you'll hear a signal to confirm. Now the announcer's voice is high-pitched.

## COOL BOARDERS 3

### Cheat Passwords

Choose "One Player" at the main menu and enter the "Tournament" option. Choose "New Tournament", then—at the "Enter Name for Tournament" screen—enter any of the following secret codes and press X. Once you've done this, you can press Δ repeatedly to return to the main menu and enjoy the benefits of these cheat codes in any game mode:

O P E N \_ E M—Unlock all characters

W O N I T A L L—Unlock all courses

B I G H E A D S—All characters have big heads (press START to activate the big heads once a race is in progress)

## CRASH BANDICOOT

### Password

Enter the following special password to gain access to any stage with all gems and keys collected:

Δ Δ Δ X □ Δ Δ

Δ Δ X Δ O Δ Δ

Δ O □ Δ X X X

## CRASH BANDICOOT 2

### CORTEX STRIKES BACK

#### 10 Extra Lives

See the little polar bear in front of the door that leads to the "Bear It" stage in the second warp room? If you body-slam the critter five times in a row, you'll get ten extra lives.

#### Secret Levels

To access Level 26: Totally Bear, ride the bear cub in Level 15: Un-Bearable until you get thrown off at the end of the stage. Do a long jump to go back across the chasm and return to the cub to warp to the first secret level.

To access Level 27: Totally Fly, fall into the pool of water in the latter half of Level 16: Hangin' Out, then walk backwards instead of advancing past the checkpoint box. You'll fall into another hole that leads to a "hanging" area with flying spiky creatures. While Crash is hanging, use the O or R1 button to lift his legs up and allow the spiked guys to pass below him; take it slow, advancing only one "step" for each enemy "lap." If you get through, you'll be warped to the second secret level.

## CRITICAL DEPTH

### Cheat Codes

These codes should be entered quickly during gameplay:

• Invincibility—L1, R1, L1, R1, Up, Down, Left, Right

• Mines—Hold R2 and press Right, Left, Down

• Quad Damage—R1, R2, R1, R2, Up, Down, Up, Down

• Drop Pods—L1, R1, L1, R1, Up, Down, Left, Up

• Surface Mine—Hold R2 and press Right, Left, Down

• Stun Blast—Hold R2 and press Right, Left, Up

• Infinite Weapons—L1, R1, L1, R1, Up, Down, Left, Down

## CROC: LEGEND OF THE GOBBOS

### Password

Choose "Enter Password" from the main menu and enter the following password with the D-pad to start with all stages unlocked and all Gobbos and puzzle pieces collected: L L L D R R L L D R D L U R

## THE CROW: CITY OF ANGELS

### Cheat Passwords

Choose "Continue" from the main menu and enter one of the following codes:

O X Δ X O Δ O X □—Start at Ship stage with invincibility

X O Δ O □ Δ O X O—Giraffe Mode

Δ Δ X O □ O □ X Δ Δ—Stickman Mode

Δ O □ O □ O □ O Δ Δ—Watch All Video Scenes

□ X O □ Δ Δ O □ X □—Debug Mode

Δ X Δ O □ O □ X O—Pier

X X X Δ □ X X X O—Ship

Δ O Δ O □ Δ Δ O X O—Tomb

X Δ X Δ □ X X Δ □ O—Graveyard

Δ Δ Δ Δ O □ Δ Δ □ O—Church

X Δ X Δ □ O □ X O—Day of the Dead

Δ O □ O Δ X O □ O—Second Coming Club

X X O □ X X Δ Δ O—Judah's Tower

Δ X X X O □ Δ Δ O—Borderlands

X X X O □ X X Δ O—Finale

## DEATHTRAP DUNGEON

### Stage Select

At the main menu, press L1, R1, Δ, Δ, □, O, R1, L1; you'll hear a signal to confirm the code. Now access the "Load Game" menu; you'll find a list of the game's stages. Choose any stage to warp directly to it—albeit without any items.

## DIE HARD TRILOGY

### Die Hard Cheats

Each of the following codes works in the "Die Hard" portion of the game:

Invincibility—Press START to pause, then hold the R2 button and press Left, Right, Up, Down, □

Stick-Man Mode—Press START to pause, then hold the R2 button and press Δ ten times, then Right four times

Silly Mode—Press START to pause, then hold the R2 button and press Down, O, O, Down, Δ, Down

### Die Harder Cheats

Each of the following codes works in the "Die Harder" portion of the game:

Invincibility—Press START to pause, then hold the R2 button and press Down, Δ, Right, □. Your health will go down, but you won't die when it's gone.

Fergus Mode—Press START to pause, then hold the R2 button and press O, Down, Down, □, X, □. Now all of the characters in the game will have the face of Fergus McGovern, the head of Probe Entertainment, which is the company that developed the game.

### Die Hard With a Vengeance Cheats

Each of the following codes works in the "Die Hard With a Vengeance" portion of the game:

Big Cars—Press START to pause, then hold the R2 button and press Left, Δ, Right, Down

Chase View—Press START to pause, then hold the R2 button and press Down, O, Down, O. This adds a new camera angle to the available options.

## DUKE NUKEM: TIME TO KILL

### Cheat Codes

Press START during the game to pause, then enter any of the following codes at the pause screen:

Invincibility—L2, R1, L1, R2, Up, Down, Up, Down, SELECT, SELECT

Enable Level Select at main menu—Down, Down, Down, Down, Down, Down, Down, Down, Up

All Weapons—L1, L2, Up, L1, L2, Down, R1, Right, R2, Left

Unlimited Ammo—Left, Right, Left, Right, SELECT, Left, Right, Left, Right, SELECT

All Inventory—R1, R1, R1, R1, L1, L2, L2, L2, L2

All Keys—Up, Right, Up, Left, Down, Up, Right, Left, Right, Down

## FANTASTIC FOUR

### Cheat Mode

At the Options menu, press Down until the "Training" option is highlighted. Next, press L1 + L2 + R1 + R2 at the exact same instant. If you do this correctly, several new options will appear, including invincibility, free play, "Big Boy" (which allows you to change the characters' size) and a level skip option. With the level skip turned on, start the game, then press L1 + L2 + R1 + R2 during gameplay to access a stage-select menu. Press Up or Down

and use the Δ and X buttons to choose a stage, then press START to warp there.

## FELONY 11-79

### Access All Cars & Tracks

At the main menu—the one that says "Start/Trial/Setting" etc., enter the following code quickly on Controller 2: Tap L2 + R1 + R2, then tap R2, then L2, then R1 + Δ; you'll hear an explosion sound to confirm the code. Now start the game; you'll find that all four tracks are marked "Completed" and all of the secret vehicles are available.

## FIFA: ROAD TO WORLD CUP 98

### Maximum Player Attributes

Choose "Customize Squad" from the main menu and access the "Player Edit" option. When the Player Edit screen appears, press L1, L2, X, □, X; now you can set any player's attributes to 99 without running out of attribute points.

## THE FIFTH ELEMENT

### Cheat Menu

At the main menu—the one that says "New Game, Load Game, Options," etc.—press L1, L2, R2, R1, SELECT; you'll hear a signal to confirm. Now highlight "New Game" and press X; a top-secret cheat menu will appear, allowing you to start at any stage, access all weapons, view all of the movie sequences and much more.

## FIGHTING FORCE

### Cheat Mode

At the main menu—the one that says "1 (or 2) Player Game" and "Options"—press and continue to hold Left + L1 + R2 + □. After a few seconds, the words "Cheat Mode" will appear on the screen. Now access the Options menu; you'll find stage-select and invulnerability options at the top of the screen.

## FORSAKEN

### Secret Cheat Menu

At the main menu, highlight "Options" and press Left, Right, Left, Right. Next, press X to access the Global Options menu; you'll find a new item called "Cheat Options" at the bottom. At the Cheat Options menu you can grant yourself all weapons, become invincible, stop your enemies from firing and even skip to any stage.

## FROGGER

### Stage Select

During gameplay, press START to pause, then press Right, □, Δ, □, Δ, R1, L1, L1, O. When you return to the "Select Level" screen, all of the stages will be unlocked.

### Infinite Lives

During gameplay, press START to pause, then press Right, □, Δ, □, Δ, X.

## G-DARIUS

### Unlock All Movies

Highlight "Movie" at the option screen, press Left, Right, Left, Right, then hold L1 + L2 + R1 + R2 and press START. All of the movies will be unlocked, even if you haven't finished the game.

## G-POLICE

### Infinite Shields

At the "Mission Brief" screen, hold L1 + R2 + □ and press Left on the D-pad.

### Unlimited Ammo

At the weapon select screen, hold R1 + L2 + O and press Left on the D-pad.

## GEX: ENTER THE GECKO

### Invincibility

During the game, press START to pause, then hold the L2 button and press Left, Right, Δ, Down, Right, Left.

### Infinite Lives

During the game, press START to pause, then hold the L2 button and press Up, Up, Down, Right, Δ, Down.

### Random Speech

During the game, press START to pause, then hold the L2 button and press Δ, Left, O, Up, Down. When you unpause, you can press SELECT at any time to make Gex say a random one-liner.

### Stage Timer

During the game, press START to pause, then hold the L2 button and press Right, Δ, Right, Left, Δ, X. With this code in place, a timer will appear in the corner of the screen to

keep track of how long it takes you to beat each stage. When you're on the Media Dimension map, press SELECT to call up your current game's stats, then hold the □ button to see your best times for each level.

### Stage Select

During the game, press START to pause, then hold the L2 button and press Right, Right, Left, Right, Δ, Down, Right. When you unpause, press SELECT to call up a stage select menu. Highlight the top option ("Level Select Menu 1," "2" or "3") and press Left or X to cycle between three different menus.

### Debug Menu

When you're on the Media Dimension map, press START to pause, then hold the L2 button and press Right, Right, Left, Δ, Down, Right, Right, Right, Left, Δ, X, Right, Δ, Right, Left, Δ, X. When you unpause, press SELECT to call up a debug menu. Press Left or Right to turn the different options on or off; use the "Collectables" sub-menu to acquire all of the remotes in the game. You can also access the stage select options from the debug menu. Note: You can access the debug menu from any stage, but the options on the "Collectables" sub-menu will only work while you're on the Media Dimension map.

## GHOST IN THE SHELL

### Stage Select

At the main menu, press R2, R1, □, □, Up, Down, □, □, R2, R2; you'll hear a sound to confirm the code. Now choose "Mission Start"; a stage-select menu will appear. With this code in place, you can also view all of the game's movie sequences by choosing "Movie Replay" at the Options menu.

## GRAND THEFT AUTO

### Cheat Codes

Press □ at the character-select screen to change a character's name to one of the following cheat names; when the game starts, you'll get the following effects:

• Enter the name "W E Y H E Y" to start with 9,999,990 points.

• Enter "B L O W M E" to have your character's map coordinates displayed on the screen while you play.

• Enter "E A T T H I S" to max out your "Wanted" level.

• Enter "T H E S H I T" to unlock all missions and start with 99 lives, all weapons, infinite ammo and all items.

## GUNSHIP

### Invincibility

Listen to the mission briefing and begin the game. At the Loading screen, when you see the graphic of the helicopter, press L1 + L2 + R2 + R2 buttons simultaneously and hold them down until the Loading screen is gone. As soon as the Mission Screen appears, you will see the word "Cheat" in the upper left corner. Now you can't be shot down, but you can still crash into mountains.

## HEART OF DARKNESS

### Cheat Mode

Hold L1 + L2 + R1 + R2 on Controller 2 and turn the PlayStation on. Continue to hold the buttons down until the main menu appears. Now choose Options from the main menu; in the treehouse, you'll find that you can now access any stage from the "Load Game" option or any movie scene from the "Show Cinematics" menu.

## HERCULES ACTION GAME

### Passwords

The Hero's Gauntlet—Hydra, Medusa, Shield, Medusa

The Centaur's Forest—Centaur, Hercules head, Minotaur, Archer

The Big Olive—Centaur, Shield, Hydra, Hercules head

The Hydra Canyon—Shield, Helmet, Shield, Soldier

Medusa's Lair—Archer, Pegasus, Archer, Centaur

Cyclops Attack—Helmet, Pegasus, Hercules head, Archer

Titan Flight—Soldier, Shield, Shield, Lightning

Passageways of Eternal Torment—Medusa, Soldier, Centaur, Pegasus

Vortex of Souls—Soldier, Lightning, Soldier, Centaur

Watch All Full-Motion Video Scenes

Access the password entry screen and enter





Pegasus, Soldier, Centaur, Soldier as your password. When you press X, Meg will congratulate you and you'll get to watch all of the game's full-motion video sequences in order. During the video playback, press X to skip to the next clip or press START to exit.

#### HOT SHOTS GOLF

##### All Access Code

First, plug a controller into the Player 2 slot before you turn the game on. When the golfers appear, hold L1 + L2 + R1 + R2 on Controller 2, then as soon as you see the screen flash bright white, quickly press Up, Up, Down, Up, Left, Right, Right, Left, Up, Up, Down, Up, Left, Right, Right, Left on Controller 2. You must continue to hold all four L and R buttons during this process and you must finish entering the code before the Hot Shots Golf logo stops bouncing. If you're quick enough, you'll hear a signal to confirm. Now you have access to all of the previously locked courses and golfers.

##### Mirror Courses

At the Course Select screen, highlight a course, hold L1 + L2, press X to lock in your selection and continue to hold L1 + L2 until the course loads. When it does, it will be a "mirrored" version of the normal course.

##### Mirror Characters

At the Character Select menu, highlight a golfer, hold L1 and press X. If that golfer is normally right-handed, he or she will play left-handed, and vice versa.

#### IN THE HUNT

##### Stage Select

At the title screen menu, highlight "Start", hold the D-pad in the Up/Left position, hold SELECT and press the O button. A stage-select menu will appear at the top of the screen. Choose any starting stage, warp to any of the game's four different endings or choose "Vs Fight" to play a special two-player shootout game.

##### Infinite Continues

When you've used up your last continue and the "Continue" countdown comes up with the words "Game Over" flashing in your corner of the screen, just hold the Δ and SELECT buttons and press START. You'll get five additional continues. Repeat this code whenever you run out of credits.

#### INTELLIGENT QUOTE

##### Practice Stages

Choose "Rules" from the main menu, highlight any of the training scenarios, hold L1 + R1 and press X. Instead of watching a non-interactive demo, you can now control the action in these demo scenarios. Use this trick with the "Demo" options to practice the 5th and Final Stages.

#### INTERNATIONAL TRACK & FIELD

##### Skimpier Swimsuits

At the Game Select menu, highlight "100m Free Style" and press Up, Up, Down, Down, Left, Right, Left, Right, O, X. Instead of the standard one-piece swimsuits, the contestants will all be wearing bikinis.

#### JET MOTO

##### Cheat Codes

Go to the Options screen and set the Difficulty to "Professional" and the Laps Per Race to "6". Press START. At the title screen, press O, O, O, Δ, Δ, Δ, Δ. You will hear a sound and a word balloon which says "Codes Enabled" will appear. You can now enter the following codes at the title screen for different effects:

2 Player vs. CPU—O, Δ, R2, O, Δ, L2, Right, Up  
Double Stunt Points—Right, Up, O, L2, Δ, O, R1, R2  
Unlimited Turbos—Δ, O, Right, R2, Up, Δ, Up, Δ  
Rocket Racer—Δ, Up, Up, L2, L2, Up, Up, Up  
Multiple Camera Angles—Δ, Down, Δ, Δ, L1, L1, R1, R1  
No Resistance—Δ, L1, Δ, Right, L1, Down, R2, Δ  
Super Ability—Down, O, Left, L1, Left, Right, Left, Right  
Air Brakes—R1, R2, Right, L2, Up, O, Up, O  
Ice Racing—Up, R2, R1, Right, L1, Δ, Right, Right  
Access All Tracks  
At the "Options" menu, set the Difficulty to "Amateur" and set the Trophy Presenter op-

tion to "Male". Now press START; when the yellow highlight appears on the menu at the bottom of the title screen, press Up, Right, Down, Left, Up, Right, Down, Left. Next, choose "Options" again and set the Difficulty to "Professional" and the Trophy Presenter to "Rider's Choice." Press START again; when the main menu reappears, press Up, Left, Down, Right, Up, Left, Down, Right. You'll hear a signal to confirm the code. You now have access to all of the tracks in all game modes; there's also a fourth difficulty setting called "Master" at the Options menu.

#### JET MOTO 2

##### Access All Tracks

Note: The following cheats require you to adjust settings at the Options menu. When you do so, always remember to exit the Options screen by pressing the START button or by highlighting "EXIT" and pressing the X button; if you exit the options screen by pressing the Δ button, your changes will not be retained and the codes won't work.

To access all of the tracks—including the alternate tracks—follow these steps:

- 1) At the Options menu, set the Difficulty to "Master" and the Laps Per Race to "5".
- 2) Choose "1 Player" at the main menu; highlight L1 Dave, press X, then press Δ until you get back to the main menu.
- 3) At the main menu, quickly press Up, Down, Left, Right, R2, R1, L2, L1; you won't get any confirmation of this code.
- 4) Return to the Options menu and set the Laps Per Race to "3".
- 5) Choose "1 Player" at the main menu; highlight Wild Ride, press X, then press Δ until you get back to the main menu.
- 6) At the main menu, quickly press Up, Left, Down, Right, Δ, R2, O, L2; you will hear a signal to confirm this code.
- 7) At the Options menu, set the Difficulty to "Amateur" and the Turbo to "Off".
- 8) Choose "1 Player" at the main menu; highlight Bomber, press X, then press Δ until you get back to the main menu.
- 9) At the main menu, quickly press Up, Down, Left, Right, Up, Down, Left, Right; you won't get any confirmation of this code.
- 10) At the Options menu, set the Difficulty to "Professional" and the Turbo to "On".
- 11) At the main menu, quickly press R2, R1, L1, L2, R2, R1, L1, L2; you will hear a signal to confirm this code. Now you can access all of the tracks.

##### Secret Character/Extra Difficulty Setting

At the Options menu, set the Difficulty to "Master" and the Laps Per Race to "6". Then, at the main menu, quickly press Left, Δ, Down, Δ, Right, O, L1, R1; you will hear a signal to confirm this code. Now Enigma is available at the character-select screen; there's also a new difficulty setting at the options menu called "Insane."

#### JUDGE DREDD

##### Secret Codes

To enter the following codes, you must first play the game until you earn a score that's good enough to make the high score table. When the "Enter Your Name" screen appears, enter one of the following codes as your name to get the corresponding cheat in your next game:

I P E M O N 7—Deformed characters  
? L O V E S E X Y ?—See the ending  
! B E D S T R A W !—10 credits  
I E I K I N—Invincibility

#### K-1 THE ARENA FIGHTERS

##### Secret Character

Choose "Team Battle" from the main menu, then—when the character-select screen appears—press Up, Up, Down, Down, Left, Right, Left, Right, START. You'll hear the crowd cheer and Master Ishii will appear as a selectable character on the right side of the screen.

##### Infinite Stamina

At the title screen, wait for the words "Push Start" to begin flashing, then quickly press press Up, Right, Down, Left, Up, Right, Down, Left, SELECT. You should hear a small explosion to confirm the code; if you don't hear it, keep trying. Once the code is in place, start a match in any game mode and you'll find that your stamina will never go down—but neither will your opponents'.

##### Strength Adjust

During a match, press START to pause, then

press L2, R1, L1, R1, L2, R1 while paused. A number "5" will appear above each fighter's name. This number represents your fighter's attack power; press Up or Down to change it to any number from 1 (weak) to 9 (very powerful.) Use Controller 2 to change your opponent's attack power.

##### Alternate Costumes

At the title screen, hold L1 + R1 and listen carefully until you hear three chimes followed by a higher-pitched chime. Now three of the game's fighters have different costumes: Musashi and Andy Hug have martial arts Gi outfits and Sam Greco has long pants.

##### See the Ending

Turn the PlayStation on with the K-1 disc inside and hold L1 + L2 + Δ + O + Left on both controllers while the game loads. Continue to hold all of the buttons down until the demo begins; instead of the normal introduction, you'll see the video from the game's ending, complete with credits.

#### KAGERO: DECEPTION II

##### Sound Test

When the words "Press Start" appear at the title screen, press R1 four times, then R2 six times; you'll hear a scream. Now you can find a new option called "Sound Test" at the main menu.

#### THE KING OF FIGHTERS '95

##### Boss Code

Choose "Team Play" at the main menu. When the "Team Edit" question comes up, choose "Yes". Now at the character-select screen, hold the START button and press Up + O, then Right + Δ, then Left + X, then Down + Δ. The boss characters Omega Rugal and Saishu Kusanagi will appear on the menu as playable fighters.

##### Duplicate Characters

Choose "Team Play" at the main menu. When the "Team Edit" question comes up, choose "Yes". Now at the character-select screen, hold the START button and press Down + Δ, then Left + X, then Right + Δ, then Up + O. Now you can select your favorite character more than once when choosing the members of your team; you can even make a team that consists of the same character three times.

#### THE LOST WORLD: JURASSIC PARK

##### Cheat Passwords (All DNA, 99 Lives)

Comp—X X O Δ O Δ X O X O Δ Δ  
Human Hunter—Δ O Δ X O Δ O Δ O Δ  
Raptor—X X O Δ O Δ X O X O Δ Δ  
T-Rex—X O Δ O Δ O Δ X O Δ Δ  
Human Prey—Δ O Δ X O Δ O Δ X O Δ  
Gallery Passwords  
Comp—Δ O Δ X O Δ O Δ Δ X X  
Hunter—X X O Δ O Δ Δ Δ X O X O  
Raptor—Δ O Δ X O Δ O Δ X O Δ X Δ  
T-Rex—Δ Δ X O Δ O Δ X O Δ X Δ  
Prey—Δ Δ X O Δ O Δ X O Δ O Δ

##### Stage Select

Access the password screen and enter the following password: Δ, X, O, Δ, Δ, X, Δ, O, Δ, O, X, Δ. You'll hear a beep as if you've entered an incorrect password and you'll be sent back to the main menu. Choose "Password" again and enter the same password" once again, you'll think you've made a mistake. Return to the password screen and enter the password a third time, you'll access a top-secret stage select menu that allows you to start at any sub-stage or see any of the game's video scenes. Look for an invisible option at the bottom of the "Movies" menu.

#### MACHINE HEAD

##### Infinite Energy

At the main menu, press O, L1, L1, L1, O, L1, O, L1, O, O, L1, L1, L1, L1, L1, O, O, L1.

##### Infinite Ammunition

At the main menu, press O, O, O, L1, O, L1, L1, O, L1, L1, O, L1, O, L1, L1, L1, L1.

##### Level Select

At the main menu, press L1, O, L1, L1, L1, O, O, O, L1, L1, O, L1, O, L1, O, O, O. With that code in place, press the R1 button repeatedly to choose your starting stage; the stage names will appear on the screen. If you skip too far ahead, use R2 to go back through the list.

#### MARVEL SUPER HEROES

##### Alternate Colors

To choose the alternate Player 2 color for your character instead of the normal color, make sure the "shortcut" option is turned

"off" at the option menu, then enter one of the following codes at the character-select screen:

- For the Hulk, Wolverine, Spider-Man, Magneto or Juggernaut, highlight the character, hold Up on the D-pad for three seconds and press an action button before releasing Up.

- For Iron Man, Psylocke, Captain America, Shuma-Gorath or Blackheart, highlight the character, hold Down on the D-pad for three seconds and press an action button before releasing Down.

##### Boss Codes

To play as Dr. Doom or Thanos, you must first beat the game in one-player mode at any difficulty setting. Once you've done this, use the following codes at the character select screen with the "shortcut" option turned "off":

- Dr. Doom—Press Down, Down, then press and continue to hold X, then O, then R1 (you should still be holding X and O when you press R1)

- Thanos—Press Up, Up, then press and continue to hold L1, then Δ, then Δ (you should still be holding L1 and Δ when you press Δ). To choose the alternate Player 2 color for Dr. Doom or Thanos, use the following codes at the character select screen:

- Dr. Doom—Press Down, Down and continue to hold Down on the second press; wait three seconds, then press and continue to hold X, then O, then R1 (you should still be holding Down + X + O when you press R1)

- Thanos—Press Up, Up and continue to hold Up on the second press; wait three seconds, then press and continue to hold L1, then Δ, then Δ (you should still be holding Up + L1 + Δ when you press Δ)

Once you've successfully entered the codes to play as each boss at least once, both boss characters will then appear at the "shortcut" version of the character select menu. Note that the above codes are shown as if you're using the default control configuration. If you've changed the controls, you'll have to adjust the codes so you're pressing the Punch and Kick buttons in the proper order.

#### MECHWARRIOR 2

##### Cheat Passwords

Choose the "Password" option from the main menu and enter any of the following codes for different effects:

Access All Missions—T < X O / A X A < =  
Extra Weapon Variants—T # X O / A X < < <  
Slow Heat Build-Up—# X X O / A 4 > Y +  
Access "Elemental" Mech Chassis—T / X O / A Z < # \*  
Access "Tarantula" Mech Chassis—# / X O / A 4 < L Y  
"Cruise Control" Throttle—# A X O / A 4 Y Y A  
Invincibility—# # X O / A > < U Z  
Infinite Ammunition—T O X O / A X > T U  
Use Any Mech—# O X O / A > > O /  
Jump Jets for All Mechs—# Y X O / A > Y O L

#### MEGA MAN 8

##### ANNIVERSARY COLLECTOR'S EDITION

##### Boss Tips

- To defeat Grenade Man, use the Thunder Claw.
- To defeat Frost Man, use the Flash Bomb.
- To defeat Tengu Man, use the Ice Wave.
- To defeat Clown Man, use the Tornado Hold.
- To defeat Aqua Man, use the Astro Crush.
- To defeat Sword Man, use the Water Balloon.
- To defeat Search Man, use the Flame Sword.
- To defeat Astro Man, use the Homing Sniper.

#### MEGA MAN X4

##### Alternate MegaMan X

At the character-select screen, enter the following code carefully: Highlight MegaMan X, press the O button twice, press Left six times, then hold L1 + R2 and press START. When the game begins, Mega Man's costume will be slightly different—his arms and legs will be purple instead of light blue. More importantly, as you play the game with this code in place, you'll find different power-up items in the capsules that Dr. Light has scattered throughout the levels.

##### Play as Black Zero

At the character-select screen, enter the following code carefully: Highlight Zero, hold the R1 button, press Right six times, release R1, hold O and press START. When the game begins, Zero's costume will be black instead of red. This code has no effect on the gameplay.





## MICRO MACHINES V3

### Cheat Codes

Each of the following cheats can be entered while the game is paused. To deactivate a cheat, just enter that same code again:

Low camera angle—Left, Right, ☐, ☐, Left, Right, ☐, ☐

Slow down computer cars—O, ☐, ☐, X, O, ☐, ☐

Super speed—X, O, ☐, ☐, X, X, X, X

Super jumping ability—Right, Right, Down, Up, Down, Left, Down, Down

Change vehicles—Down, Down, Up, Up, Right, Right, Left, Left (This code changes all the vehicles into one of the objects from the current stage. Enter the code repeatedly to change into different objects.)

Debug mode—Up, Down, Down, ☐, ☐, O, O, ☐, X. With the Debug code in place, the following options become available:

- Press ☐ + O + ☐ + X to make all of the vehicles on the track explode
- Hold SELECT and move the D-pad to tilt or rotate the camera angle
- Hold SELECT and press L2 or R2 to zoom in or out
- Hold SELECT and press ☐ to have the computer control your car
- Hold SELECT and press X to end the race with you in first place!

### "Name" Cheats

When the "Enter New Name" option appears after you select a new character, enter one of the following names for different effects; you'll hear a signal to confirm and you'll be able to enter another name.

- Enter the name "GIMMEALL" to be able to access all tracks in multiplayer mode.
- Enter the name "CATLIVES" to start with nine lives instead of three. Enter the name "3LIVES" to cancel this code.
- Enter the name "TANKS4ME" and you'll always play with tanks in multi-player mode—which is pretty funny if you try to race on the pond. Enter the name "NOTANKS" to cancel this code.
- Enter the name "WINTER" to make snow fall instead of confetti when you win a trophy; enter "CONFETTI" to cancel this code.

## MONSTER RANCHER

### Secret Monsters

There are over 40 special monster types hidden in *Monster Rancher* that can only be found by using ONE specific CD in the Shrine. The following list tells you the names of some of the CDs you can use to get these special monsters. Please be aware that the CDs on the following list are not 100% guaranteed to work with *Monster Rancher* the way they should. Occasionally an audio CD will be re-mastered or re-released with slightly different track listings; if there are several different "pressings" of a particular CD, it may happen that your copy of the CD in question will not be recognized by the game and will not give you the monster you're expecting. Also, some monster types are so rare that you will not be allowed to leave the shrine with them unless you have "committee permission" from FIMBA. If you get a message like this one, you must continue to play the game until you improve your grade as a breeder.

Homogenic by Björk—"Geisha"

Horses by Patti Smith—"Gallop"

The Abbey Road E.P. by Red Hot Chili Peppers—"Bikini"

Forrest Gump (Disc 1) Original Movie Soundtrack—"Smiley"

Bridges to Babylon by The Rolling Stones—"Gray Wolf"

Something About the Way You Look Tonight by Elton John—"Angel"

The Ultimate Collection by Jackson 5—"Bunny"

Like a Virgin by Madonna—"Platinum"

1984 by Van Halen—"Eve"

Beach Boys Concert by The Beach Boys—"Stripe"

Paris, Texas Original Soundtrack—"Sam"

Monster by R.E.M.—"Apocalips"

The Best of Earth, Wind & Fire, Vol. II by Earth, Wind & Fire—"Planet"

Love Deluxe by Sade—"Looker"

Middle of Nowhere by Hanson—"Sleeves"

Christmas with the Chipmunks by The Chipmunks—"Santa"

also: Merry Christmas by Mariah Carey—"Santa"

Metal Health by Quiet Riot—"Gamer"

Greatest by Kiss—"Kuma"

Nevermind by Nirvana—"Karaoke"

Demo disc from *Next Generation* magazine, December 1997—"Milky Way"

Demo disc from *Ultra Game Players* magazine, December 1997—"Two Tone"

On Air (Disc 1) by Alan Parsons—"Sky"

The Fat of the Land by Prodigy—"Naga"

Destiny by Gloria Estefan—"Cari"

The Best of the Village People by The Village People—"Anguish"

Bringing Down the Horse by The Wallflowers—"Neon"

Spawn: The Album—Original Movie Soundtrack—"Zombie"

Combat Rock by The Clash—"Tank"

Kerplunk by Green Day—"Bonsai"

Kick by INXS—"Gooaall!"

Grand Prix by Teenage Fanclub—"Radial"

No Way Out by Puff Daddy and the Family—"Jerod"

Mellow Gold by Beck—"Magnet"

Major League 2 by Original Movie Soundtrack—"Player"

History of the Grateful Dead, Vol. 1 by The Grateful Dead—"Teddy"

Floored by Sugar Ray—"Jaques"

Greatest Hits, Volume 3 by Billy Joel—"Shades"

Spice by Spice Girls—"Cutey"

Live at the Apollo by James Brown—"Hot Foot"

Salsa No Tiene Frontera by Orquesta de la Luz—"Maga"

Damned Damned Damned by The Damned—"Doodle"

Yoursell or Someone Like You by Matchbox 20—"Sketch"

Truth and Soul by Fishbone—"Beamer"

Men in Black: The Album Original Movie Soundtrack—"Disrupt"

Tecmo's Deception (PlayStation game) by Tecmo—"Ardebaren"

More Secrets

• The average monster will not live long enough for you to take it from the "E" ranking all the way up to "S" rank. There is a special food item in the game which will automatically increase your monster's lifespan by one year; otherwise, you should try not to push your monster too hard if it is tired, sick or injured. If your monster lives to be 10 years old, you will be rewarded with a special birthday song!

• Some special monster types can be created by combining two monsters in the Lab with the right item. For example, if your monster goes out exploring with Karn and finds a Magic Banana, take it to the Lab and use it when you combine two very lazy monsters; both should have a "style" rating of "Spoil." The result will be a rare Ape monster style.

• If you continue to play the game for many "years" of game time, new items will appear for sale in the item shop which will allow you to create rare monsters by using them when you combine monsters at the Lab.

• When your monster dies and you go to the shrine to create a new monster, there is a 1-in-16 chance that the new monster will be imbued with the spirit of the monster who died. A monster who is "possessed" in this way will not live long, but if you take it to the Lab and combine it with another monster, you may be rewarded with a rare "Ghost" monster type.

• To earn the rare "Doodle" monster type, breed a monster of the "Monolith" type until its "Fame" level rises above 80. Once you're there, allow the monster to lose battles until its Fame drops below 65; if this happens, the monster will become vandalized and change into the "Scribble" type. Combine the "Scribble" monster with another monster in the lab to get the "Doodle" type.

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## Secret Cheat Mode

During the opening demo, quickly press X, O, ☐, R1, R1, R2, R2, R1, R1. You'll hear Shao Kahn say, "You will never win." Now press START; when the stone block appears with the word "KOMBAT" in red, press Up to access a secret cheat menu.

Turn "Free Play" on for infinite credits in the one-player mode. Turn "Smoke" on to activate him as a playable character without using the Ultimate Kombat Kode. Turn "Fatality Time" off to give yourself infinite time to perform fatalities. Turn "Level Select" on and you'll be able to choose any stage—including the Hidden Portal—from a menu at the bottom of the character-select screen after you choose your fighter. With "One Round Match" on, fights will last just one round, and with "One Hit Death" on, the first player to strike will automatically win the round.

If you're having trouble remembering this code, here's a simpler version: During the opening demo, press X, L1, L2. You'll hear a whooshing sound. Now you can access a shorter version of the cheat menu without the "One Round Match" or "One Hit Match" options.

## MORTAL KOMBAT 4

### Secret Cheat Menu

Start a game in two-player mode; when the "vs." screen appears, enter the Kombat Kode "3, Skull, 2, 2, 1, 3" as follows:

• Player 1: Press Low Punch three times and Low Kick twice

• Player 2: Press Low Punch twice, Block once and Low Kick three times

After the match starts, press START to pause and choose "Exit" to return to the main menu. Next, select "Options", highlight "Vs. Screen Enabled" and hold Run + Block. After a few seconds you'll hear a laugh; continue to hold the buttons down until the "Cheats" menu appears. Turn the "Endings" option on and you'll be able to see your character's ending sequence after winning just one match in one-player mode; the other three options allow you to perform fatalities with just one button press.

### Secret Characters

To play as Goro or Noob Saibot, you must first enter the "Secret Cheat Menu" code shown above. Once that code is in place, start a game and follow these instructions at the character-select screen:

1) Highlight the "Hidden" box at the bottom of the screen, press Block and continue to hold it down.

2) To play as Goro, move the invisible cursor up to Shinnok (you'll have to listen to hear the cursor moving around so you'll know where it is), press Run and continue to hold it down.

To play as Noob Saibot, move the invisible cursor to Reiko, press Run and continue to hold it down.

3) Continue to hold Block + Run until the fight starts.

## MORTAL KOMBAT MYTHOLOGIES: SUB-ZERO

### Fatality

When your opponent drops to his or her knees, stand about one step in front of your victim and press Forward, Down, Forward + High Punch; Sub-Zero will punch his opponent's head off.

### Combos

3 Hits—High Punch, High Punch, Low Punch

5 Hits—High Punch, High Punch, Low Kick, High Kick, Back + High Kick

6 Hits—High Punch, High Punch, Low Punch, Low Kick, High Kick, Back + High Kick

Cheat Passwords

Choose "Options" from the main menu and select "Password", then enter any of the following cheat codes:

• Enter "G T T B H R" for infinite lives

• Enter "N X C V S Z" to start with 10 Urns of Vitality in your inventory

• Enter "C R V D T S" to see the credits from the end of the game

• Enter "R C K M N D" to see a demo of the rock boss exploding

Stage Passwords

Wind Stage—T H W M S B

Earth Stage—C N S Z D G

Prison Stage—R G T K C S

Water Stage—Z V R K D M

Fire Stage—J Y P P H D

Bridge of Immortality—Q F T L W N

Qhan Chi's Fortress—Z C H R R Y (With this

code in place, you can warp directly to the battle with Quan Chi if you hold the L1 button when you die. If you are holding the L2 button when you die, you will warp to the battle with Shinnok.)

## MORTAL KOMBAT TRILOGY

### Stage Select

At the character-select screen, highlight Sonya, hold Up and press START; you'll hear a signal to confirm. Now choose your fighter; before the match begins, a menu will appear that allows you to choose which arena you want to start in.

### Secret Character

At the character-select screen, choose one of the male ninja characters (Scorpion, Reptile, Rain, Ermac, etc.). Before the fight starts, hold Run + Block + High Punch + High Kick and point the D-pad Away from your opponent. Hold all of these buttons down until the fight begins; your character will explode and change into a secret character called Chameleon. He's a semi-transparent ninja who randomly morphs into other ninja characters.

### Secret Cheat Menu

Choose "Options" from the main menu, then highlight "Game Configure" and hold L1 + L2 + R1 + R2 + Up. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now you can access the previously unavailable "7" menu at the Options screen. Here you can activate several cool options, including "Instant Aggressor," "Normal Boss Damage," "Low Damage" and "Health Recovery." Best of all, if you turn on the "1 Button Fatalities" option, you can perform finishing moves with ease as follows:

• Fatality 1—Press ☐ when "Finish Him/Her" appears.

• Fatality 2—Press ☐ when "Finish Him/Her" appears.

• Animality—Press L2 when "Finish Him/Her" appears.

• Friendship—Press R1 when "Finish Him/Her" appears.

• Brutality—Press ☐ when "Finish Him/Her" appears.

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press X to turn it "on." Now start the game. When the map screen appears, hold L1 + R1 + O and advance Clovis to either of the two dungeons on the map. Instead of entering the dungeon, you'll be warped ahead to Round 2. You can continue to advance to higher rounds as long as you hold L1 + R1 + O; when you reach the round you'd like to start on, just release the buttons and you'll be able to enter the dungeons normally.

#### NAMCO MUSEUM VOLUME 3

##### Pole Position II Secret Courses

Load the game *Pole Position II* and press the  $\Delta$  button to access the options window. Highlight "Test" and press X; then, when the test screen appears, press  $\Delta$  to open the test screen options window. Highlight "Dip Sw" and press X, then press Up to turn on switch #1 in the left box. Now press  $\Delta$  twice and choose "Game" with the X button. When the game loads, press  $\Delta$  to open the options window again. You'll find a new option called "Course"; highlight it and press X to turn it on (you'll hear a chime.) Now start the game and you'll find that the layout of all four courses has been changed; the "Test" course now has no turns at all. This code remains in effect until you shut the power off or return to the main Museum menu.

##### Galaxian Turbo Mode

Load the game *Galaxian*. When the demo sequence begins, press the SELECT button exactly 32 times to add credits. When the number of credits shown in the lower right corner of the screen is 32, press the SELECT button one more time and hold it down while pressing START. Now you're playing in Turbo Mode, in which the game speed is many times faster than the original. This code remains in effect until you shut the power off or return to the main Museum menu.

##### Galaxian Hard Mode

Play the game *Galaxian* until you clear Round 9. After you've done this, press the  $\Delta$  button during the demo sequence to access the options window. Choose "Option" and you'll find a new option called "Rank." This allows you to change the game from "Normal" to "Hard" mode.

##### Galaxian Psychidelic Mode

Play the game *Galaxian* until you have a high score of 30,000 points or more. Once you've done this, press the  $\Delta$  button during the demo sequence to access the options window. Highlight "Test" and press X; then, when the test screen appears, press  $\Delta$  to open the test screen options window. Highlight "Dip Sw" and press X, then highlight switch #6 and press Up to turn it on. (You can't change this switch unless your *Galaxian* high score is over 30,000.) Now start the game and you'll be playing in Psychidelic Mode, in which all moving objects leave trails of colored lights on the screen.

##### The Tower of Druga Secret Area

While walking around inside the museum, hold the L1 and R1 buttons and press Up, Right, Down, Left, Up, Right, Down, Left, Up, Right, Down, Left. A pickaxe icon will appear in the lower left corner of the screen. Now enter the Tower of Druga wing of the museum and walk forward until you face a brick wall. Press the action button to break open the wall; inside you'll see a 3-D animated sequence from *Druga* and find another *Druga* machine to play.

#### NAMCO MUSEUM VOLUME 4

##### Secret Video Scene

Turn on the PlayStation and hold L1 + R1 on Controller 1 while the game loads. Instead of the normal Pac-Man introduction, you'll get to watch a cool live-action movie that's based on *Genpei Tsurumaden* (a.k.a. *The Genji and the Heike Clans*).

##### Secret Pac-Land Scene

Enter the Pac-Land room in the museum; it's a bright scene with Mr. and Mrs. Pac-Man sunning themselves on the beach. Check out the right side of the wall behind the door; you'll see a ghost hiding there. Press X to chase him away, then press X at each of the following locations to earn a special ability:

- Find the ghost behind the left side of the wall.
- Find the ghost on top of the wall (press  $\Delta$  to look up).
- Find the ghost talking to the fairy.
- Find the power pellet (press  $\Delta$  to look up at the tops of the trees).

- Give the pellet to Pac-Man.

When the ghost has been chased away, talk to the fairy and she will thank you by giving you a special pair of shoes; now you can press X to jump.

##### Secret Game

Enter the museum and go up the stairs, then enter the first door on the left, the one that says, "X-Room." Once inside, hold L1 + R1 +  $\Delta$  and press Up on the D-pad; you'll see a flash of light and a girl will appear in the room. If you approach her and press X, she will turn on the secret game in that room; it's an *Assault Plus* machine.

##### The Genji and the Heike Clans Stage Select

Load the game *The Genji and the Heike Clans* and press the  $\Delta$  button to access the options window. Highlight "Test" and press X; then, when the test screen appears, press  $\Delta$  to open the test screen options window. Highlight "DipSw" and press X, press Right twelve times, then press Up to turn on switch #5 in the right box. Press X to confirm, then highlight "Game" and press the X button. Start the game; after Andaba tells you that "you shall have the protection of the priest Shokoku," a stage-select menu will appear. (Note that the stage numbers are not in order; for example, number 53 corresponds to the first stage.) Once you've chosen a number from 1 to 58, press  $\square$  to warp there.

#### NANOTEK WARRIOR

##### Cheat Codes

Press START to pause the game at any time, then enter any of the following cheat codes at the "Paused" menu:

- Refill Shield—SELECT, O, Right, Up, Up, L1, L1, X
- Warp Speed Boost—O,  $\square$ , O,  $\square$ ,  $\Delta$ ,  $\Delta$ , X
- Stop Ship— $\Delta$ , Left,  $\Delta$ , Right,  $\Delta$ , Up,  $\Delta$ , START (with this code in place, you can stop your vehicle's forward progress at any time by holding the  $\Delta$  button)
- First-Person Viewpoint— $\Delta$ , O,  $\square$ ,  $\square$ ,  $\Delta$ ,  $\Delta$ , SELECT, START
- Randomize Level Curves—O, SELECT, Left,  $\square$ ,  $\square$ , Down, Up, X

##### Passwords

- Level 2— $\square$  X X X  $\square$  X  $\Delta$   $\Delta$
- Level 3—X O X X  $\square$   $\square$   $\square$
- Bonus Level 1—O  $\square$  X X X  $\square$  X  $\Delta$
- Level 4— $\Delta$  X  $\square$  X  $\square$   $\square$  X O
- Level 5—O X  $\square$  X X  $\square$   $\Delta$  X
- Level 6—X  $\square$   $\square$  X  $\square$   $\square$  X O
- Bonus Level 2— $\square$   $\square$  X X  $\square$   $\square$   $\Delta$   $\square$
- Level 7—X X X  $\square$  X  $\Delta$  O  $\square$
- Level 8— $\square$  X X  $\square$  X O X  $\Delta$  O
- Level 1 with upgraded NanoTek ship—X  $\square$  X  $\square$   $\square$  X  $\Delta$  X

#### THE NEED FOR SPEED

##### Hidden Tracks

Choose "One Player" from the main menu and select "Tournament" mode. Choose "Password" at the tournament menu and enter the password "TSYBNS", then press START. With this code in place, you can now return to the main menu and choose any game mode. When you reach the "Race Location" menu, you'll find a new, secret track called "Lost Vegas".

##### "Rally" Tracks

With the cheat password in place, highlight any track and hold the L1 and R1 buttons. You'll see the name of the track change to "Rally"; this changes the pavement to a slippery dirt road like those in *Sega Rally*. If you hold L1+R1 while the "Rusty Springs" track is highlighted, you'll gain access to yet another secret hidden track; this one's a desert course called "Oasis Springs".

##### Secret Car

With the "TSYBNS" password in place as described, choose any game mode and access the car select screen. Highlight any car and hold L1+R1; now you can choose the top-secret "Warrior" car, a lightweight, futuristic vehicle that can zoom from zero to 60 in 3.5 seconds flat.

##### Arcade Mode

Again, with the "TSYBNS" password in place, get to the "Race Location" menu and highlight the "Segment View" (or lap-select) box. Hold L1+R1 and you'll see the words "Arcade Mode" appear. Start the game in Arcade Mode and you'll find that the game plays much more like a *Ridge Racer*-style arcade game instead of a full-on simulation.

##### Machine Gun Horn

Choose the Head-to-Head mode on the Race

Type Screen. Select your vehicle, then pick your computer opponent's car. After selecting your opponent's vehicle, press and hold L1, O,  $\square$  and diagonally Up/Left on the D-pad until the race starts. You can now blow everything out of your way by pressing Up to honk the horn. The noise it produces will sound like a machine gun.

#### NEED FOR SPEED II

##### Extra Camera Angles

When the "Loading..." screen appears before a race—with the course map on the screen—press and hold L1 + R2 +  $\Delta$  + O. Do not release the buttons until your car appears on the track. Now press the  $\Delta$  button to cycle through the different camera angles; you'll find that there are now nine different camera settings instead of the usual four.

##### Cheat Passwords

Enter any of the following passwords from the options menu to activate different features:

- Access Ford Indigo car—L I L Z I P
- Access Monolithic Studios track—S H O T M E
- Upgrade all cars to Pioneer engines—P O W R U P

##### Secret Vehicles

Each of the following passwords will give you access to a secret vehicle, but they're different from the Ford Indigo code (above) because you don't get to choose the secret vehicles from the car select menu. Instead, pick any car and set up all of the other race options. Finally, go to the options menu and enter one of the following passwords, then go immediately to the "Race" option at the main menu and you'll start the race with the secret vehicle you picked:

- Army Truck—A R M Y M E
  - Volkswagen Beetle—B E E T M E
  - BMW—B M W M E
  - Mercedes-Benz—B N Z M E
  - Volkswagen Bug—B U G M E
  - School Bus—B U S M E
  - Citroen—C I T M E
  - Shipping Crate—C R A T M E
  - Pick-up Truck—J E P M E
  - Landcruiser—L C M E
  - Stretch Limousine—L I M O M E
  - Log—L O G M E
  - Mazda Miata—M A Z M E
  - Outhouse—O U T H M E
  - Luxury Sedan—Q U A T M E
  - Semi Truck—S E M I M E
  - Army Truck II—S N O W M E
  - Newsstand—S T D A M E
  - Covered Newsstand—S T D B M E
  - Souvenir Stand—S T D C M E
  - Monolithic Studios Tram—T R A M M E
  - Tyrannosaurus Rex—T R E X M E
  - Van—V A N M E
  - Volvo Station Wagon—V O V M E
  - Covered Wagon—W A G O M E
  - Jeep Wrangler—Y J M E
- To give Player 2 a secret vehicle, just change the last letters of any of these codes from "M E" to "U". For example, if you want to play in two-player mode with two army trucks, enter the password "A R M Y M E", then enter the password "A R M Y U", then start the game.

#### NEED FOR SPEED III: HOT PURSUIT

##### Cheat Codes

Choose "Options" from the Game Setup menu, then access the "User Name" option and enter one of the following cheat codes as your user name to unlock different features:

- Empire City Bonus Track—MCITYZ
- AutoCross Hidden Track—XCNTY
- Caverns Hidden Track—XCVA8
- The Room Hidden Track—PLAYTM
- Scorpio-7 Hidden Track—GLDFSH
- Space Race Hidden Track—MNBTEAM
- Activate Jaguar XJR-15—LJAGX
- Activate Mercedes-Benz CLK-GTR—AMGMRC
- Activate El Nino—ROCKET
- All cars and bonus tracks (not hidden tracks)—SPOILT
- All Camera Views—SEEAAL

##### Speed and Language Codes

First, make your selections at the Game Setup, Track, Player Car and Opponents screens as usual. Once you arrive at the final Race screen, press the START button. Immediately after pressing START, let go and press the appropriate button combination (i.e. Up + R1+R2). You must keep these buttons held down until the loading screen appears in order for the codes to work.

Slow the game down by 20%—Up + X +  $\Delta$

Cops Speak With Different Accent—Up + R1 + L2

Cops Speak in German—Up + R2 + L1

Cops Speak in Spanish—Down + R2 + L1

Cops Speak in Italian—Left + R2 + L1

Cops Speak in French—Right + R2 + L1

#### NEED FOR SPEED V-RALLY

##### Cheat Codes

Watch the game's loading sequence carefully; when you see the Infogrames logo begin to appear on a white background, quickly press Up, Down, then immediately hold the  $\Delta$  button and press O. You should see the words "LOCK OFF" in green letters, right in the middle of the screen; this allows you to access all of the tracks in Arcade or Championship Mode. As soon as you see the words "LOCK OFF," if you release the  $\Delta$  and O buttons immediately you can enter any or all of the additional codes shown below; these buttons must be held down before the Infogrames logo is colored in and you must continue to hold them until the memory card message appears:

- Hold L1 and the words "TIME OFF" will appear; now the race won't end if the timer runs out in Arcade mode.
- Hold L2 and the words "NARROW ON" will appear; now the tracks will be more narrow in Arcade mode.
- Press Left, then press and continue to hold R2; the words "RESTART ON" will appear. This adds a "Restart" option to the "Pause" menu in both Arcade and Championship modes, allowing you to restart a race if something goes wrong.
- Press Left, then Right; the words "FULL DEBUG" will appear. Now you can see the programmers' debugging data on the screen and in a new "Pause" menu option called "Memory." Note: You can't use the "Restart" option if you enter this code.

#### NFL BLITZ

##### Secret Characters

At the start of the game, when the "Enter name for record keeping?" prompt appears, choose "Yes" and enter one of the following names and PIN numbers to play as a secret character:

- TURMEL—0322
- SAL—0201
- JAPPLE—6660
- JENIFR—3333
- LUIS—3333
- DANIEL—0604
- JASON—3141
- ROOT—6000
- BRAIN—1111
- GENTIL—1111
- RAIDEN—3691
- ROOT—6000
- SHINOK—8337
- SKULL—1111
- THUG—1111
- FORDEN—1111
- DAVID—3456
- AZPOD—4777
- FRANC—1221
- JUAN—6521
- BERT—8735
- JOVE—6644
- AUBREY—6666
- ALLEN—7911
- BYRON—1969
- FRANZ—8421
- BRIAN—2221

##### Name Record Codes

Enter these names and PIN numbers as described above. They won't reveal secret characters with special heads, but they will allow you to play with the won't-loss records and individual stats of some of the people on the high score tables:

- MIKE—3333
- CALEB—0916
- BYRON—1111
- GRINCH—0222
- GUIDO—6765

##### Secret Codes

At the match-up screen just before the game starts—while the announcer is saying "Today's match-up," etc.—enter the following codes using the Turbo, Jump and Pass buttons followed by a direction on the D-pad. For example, to activate the "Team Big Players" code (1-4-1-Right) press Turbo once, Jump four times, Pass once, then press Right. A message will appear to confirm each code. Note: Some codes will not work in a two-player





game unless both players enter the same code.

Powerup Blockers—3-1-2-Left  
Powerup Speed—4-0-4-Left  
Powerup Teammates—2-3-3-Up  
Powerup Defense—4-2-1-Up  
Powerup Offense—3-1-2-Up  
Infinite Turbo—5-1-4-Up  
Fast Turbo Running—0-3-2-Left  
Super Field Goals—1-2-3-Left  
Super Blitz—4-4-4-Up  
Super Blitzing—0-4-5-Up  
Hyper Blitz—5-5-5-Up  
Fast Passes—2-5-0-Left  
Super Passing—4-2-3-Right  
Unlimited Throw Distances—2-2-3-Right  
No First Downs—2-1-0-Up  
No Interceptions—3-4-4-Up  
No Punting—1-5-1-Up  
Allow Stepping Out of Bounds—2-1-1-Left  
No Play Selection—1-1-5-Left  
Late Hits—0-1-0-Up  
Turn Off Stadium—5-0-0-Left  
Tournament Mode—1-1-1-Down  
Clear Tournament Mode—1-1-1-Up  
Show Field Goal %—0-0-1-Down  
No Random Fumbles—4-2-3-Down  
No CPU Assistance—0-1-2-Down  
Smart CPU Opponent—3-1-4-Down  
Invisible—4-3-3-Up  
Hide Receiver Name—1-0-2-Right  
Unidentified Ball Carrier—5-2-2-Down  
Invisible Receiver Highlight—3-3-3-Left  
Big Football—0-5-0-Down  
Big Head—2-0-0-Right  
Huge Head—0-4-0-Up  
No Head—3-2-1-Left  
Team Big Heads—2-0-3-Right  
Headless Team—1-2-3-Right  
Team Tiny Players—3-1-0-Right  
Team Big Players—1-4-1-Right  
Show More Field—0-2-1-Right  
Night Game—2-2-2-Right  
Weather: Rain—5-5-5-Right  
Weather: Snow—5-2-5-Down  
Weather: Clear—2-1-2-Left

#### NFL XTREME

**Cheat Codes**  
Choose "Rosters" from the main menu, then access the "Create Free Agent" option and create a player with one of the following names to unlock secret features. Note: You must change at least one of the created player's default settings or else the player will not be added to the free agent pool.  
• Name the player "BIGHEAD BOBBY" to give all players big heads  
• Name the player "COINHEAD COREY" to make the players' heads two-dimensional  
• Name the player "LAMEBOY LENNY" to change the player animation  
• Name the player "GEORGE GIRAFFE" to give all players long necks  
• Name the player "BIG BEN" to play with much bigger players  
• Name the player "TINY TOM" to play with much smaller players  
• Name the player "MONKEY MICKEY" to give all players long arms  
• Name the player "SHRIMPY SEAN" to give all players short arms

#### NIGHTMARE CREATURES

**Cheat Password**  
Choose "Enter Password" from the main menu and enter the following code:  $\triangle \uparrow \triangle \downarrow \square \square \downarrow$ . Next, choose "Start Game"; a cheat menu will appear. Turn the "Unlimited" option on to play with infinite continues; you can also choose to play as a monster or start on any level.

#### NUCLEAR STRIKE

**Stage Passwords**  
Level 1: Delta—J U N G L E W A R  
Level 2: Island—C U T T H R O A T S  
Level 3: Peace—1—C O U N T D O W N  
Level 4: Peace—2—P L U T O N I U M  
Level 5: DMZ—P U S A N  
Level 6: Fortress—A R M A G E D D O N  
Bonus Level: Lightning—L I G H T N I N G

#### ODDORLD: ABE'S ODDYSSEY

**Level and Movie Select**  
Enter these codes at the main menu:  
• Level Select—Hold R1 and press Down, Right, Left, Right,  $\square$ ,  $\square$ ,  $\square$ ,  $\square$ ,  $\square$ , Right, Left.  
• Movie Select—Hold R1 and press Up, Left, Right,  $\square$ ,  $\square$ ,  $\square$ , Right, Left, Up, Right.

• Green Farts—Hold R1 and press Up, Left, Right,  $\square$ ,  $\square$ ,  $\square$ . Now every time you fart using Gamespeak, you'll see green gas.

#### OGRE BATTLE

**Secret Level**  
Select "New Game" and enter your name as "FIRESEAL". After the opening sequence, move the cursor along the map until you find "Dragon's Heaven."  
**Sound Test**  
Enter your name as "MUSIC/ON" and you'll be able to access a sound test menu.

#### PANDEMONIUM 2

**Cheat Passwords**  
All Levels Access—GETACCESS  
31 Lives—IMMORTAL  
Invincibility—NEVERDIE  
Mutant Mode—GENETICS  
Permanent Weapon—MAKMYDAY  
Access to Bonus Levels—SKATBORD  
Full Health—HORMONES  
Camera Roll—GONAHURL  
Regenerating Monsters—JUSTKIDN  
Strange Textures—ACIDDUDE

#### PARAPPA THE RAPPER

**Rapping Tips**  
• If you hold one of the action buttons down, then press another one, the word that's associated with the first button will come out automatically as soon as you take your finger off the second button. Try this at the beginning of Stage 1, Lesson 3: While holding the  $\triangle$  button, press and release the  $\bigcirc$  button repeatedly in a steady pattern. Parappa should say, "Kick, Punch, Kick, Punch, Kick, Punch" and so on, even though you're not pressing the  $\triangle$  ("Kick") button more than once. This trick also doubles your speed; instead of getting one word for each button press, you're effectively getting two. Use this technique when you're "Rappin' Cool!" for lots of extra words and bonus points.  
• One of the game's best-kept secrets is that it's possible to use the D-pad to change the order of the words that come out of Parappa's mouth. This only applies in lessons or stages where more than one word is assigned to a single button; for example, during Lesson 5 in Stage 3, you say, "I have never sold everything, everything" using only the X button. If you hold Left on the D-pad and press one of the buttons, it will "reset" the list of words that are associated with that button to the first word in the series. Similarly, if you hold Right on the D-pad while you're in the middle of that series of words, it will "hold" that word and let you repeat it as many times as you wish; when you release Right, you can continue with the rest of the series of words that are assigned to that button. Depending on when you apply the D-pad, you can make Parappa say, "I have never, I have never sold everything" or even "I have never, never, never sold everything." This is an important trick; not only does it make it easier to break the "Cool!" barrier in certain lessons, but if you use this method to mix up your raps when you're freestyling in "Cool!" mode, you'll earn more points!

#### PEAK PERFORMANCE

**Secret Vehicles**  
At the Garage Select menu, enter the following code:  
1) Highlight "Garage A", hold the L1 button and press  $\bigcirc$ .  
2) Highlight "Garage B", hold the L1 button and press  $\bigcirc$ .  
3) Highlight "Garage C", hold L1 + R1 and press  $\bigcirc$ .  
If you did it correctly, you'll be sent back to the previous menu. Now choose "Car Select" again and you'll find a new garage called "Special". Inside are a bus, a truck, a McLaren F1 and a scooter. You'll also find three new cars in Garage D.  
**Custom Cars**  
At the Garage Select menu, you can change certain cars by holding the  $\bigcirc$  button as follows:  
• Highlight "Garage A", hold  $\bigcirc$  and press X; now Car-A03, a convertible, has its top down.  
• Highlight "Garage B", hold  $\bigcirc$  and press X; now Car-B04 has streamlined headlights and six new colors to choose from.  
• Highlight "Garage C", hold  $\bigcirc$  and press X; now Car-C06 has a sunroof.  
Just for fun, while you're in any garage you

can turn a car's blinkers on if you hold L1 and press R1.

#### PERFECT WEAPON

**Passwords**  
Garden Moon— $\bigcirc$  X X  $\triangle$   $\bigcirc$   $\bigcirc$  X  $\triangle$   
Forest Moon— $\bigcirc$   $\triangle$   $\square$   $\square$   $\square$   $\triangle$   
Desert Moon— $\bigcirc$  X X X  $\triangle$   $\bigcirc$   $\triangle$   
Proteus Moon—X X  $\square$   $\square$   $\square$   $\triangle$   $\bigcirc$

#### PERSONA

**Extra Character**  
To add the character named Chris to your party, follow these steps:  
1) Talk to the teacher in the room north of the entrance/exit. The teacher will talk about a student going in and out of a sealed classroom on the 2nd floor.  
2) Check out the room on the 2nd floor.  
3) Talk to the student in Classroom 2-1 (the one talking to Mark).  
4) Go to the casino in Joy Street Mall and talk to Mark and his friends.  
5) Go to the abandoned factory where you'll meet Chris.  
6) Go to the Yin & Yan in Joy Street Mall and talk to Chris' mother. When she asks if you know her son Chris, answer "Yes." When she asks if you will be friends with him, answer "OK."  
7) Meet Chris in the roadblock in front of the Sebec building (after the world changes).  
8) Don't allow Brad, Ellen or Alana into your party.  
9) After the school shifts in the "Ideal" Mary's world, Chris will join your party.  
**"Good" Ending**  
To see the game's best ending sequence, you must give specific answers to Mae when you talk to her in the Lost Forest in order to get the compact. Here are the proper responses:  
1) "If I stay here I'll be safe!"—Stop!  
2) "Why do you guys fight?"—For everyone.  
3) "Why do you live?"—For finding the answer.

#### PITFALL 3D: BEYOND THE JUNGLE

**Stage Passwords**  
Level 2—METROPOLIS  
Level 3—DEEPPARK  
Level 4—TEMPLEME  
Level 5—HOTROCKS  
Level 6—GOINGDOWN  
Level 7—WOWTHATSHOT  
Kryll Thular Boss—BIGWORMGUY  
Level 8—JAILBREAK  
Level 9—THUNDERDOMES  
Level 10—MAGICGARDEN  
Level 11—SPOOKY MESAS  
**Cheat Passwords**  
Floating Harry—ZEROGHARRY  
Big Head Mode—BIGHEADHARRY  
Skinny Harry—ZDHARRY  
See Credits—CREDITS  
99 Lives—STEVECRANEME  
See All Movies—PLAYMOVIES  
See All Comics—PITFALLCOMIC  
Disable Witty Banter—STOPTALKING  
Get an extra 10 lives in the next game—GIVEMELIFE  
Access Original Pitfall!—CRANESBABY  
Note: Each of the following codes works during the original Pitfall! game:  
• Programmer's Head—Press R1 + R2  
• Baby (Elvira) Head—Press  $\bigcirc$  + R1  
• Croc Talk—Press R1 +  $\triangle$  when there are crocodiles on the screen; one of them will say, "Hi, mom!"  
• Infinite Lives—Press L1 + L2

#### PO'ED

**Refill Health / Ammo**  
While in Foot mode, press  $\square$  + L2 to do a backflip. While you're in the air, press Down + X + R2 to refill your health meter or Right + X +  $\bigcirc$  to refill all weapon ammo.  
**Access All Weapons**  
During the game, press  $\square$  + SELECT to view the map and press Left to rotate the map until your character arrow is pointing at you. Next press START; while the arrow is rotating back, press L1 +  $\square$  + X +  $\bigcirc$ . Press SELECT to exit the map mode and you should have all of the weapons in your inventory.  
**Invincibility**  
You must have the drill weapon in your inventory for this cheat to work. Press  $\triangle$  to call up the weapons menu, highlight the frying pan and press  $\triangle$  two more times; you should be back at the weapons menu. Now press  $\bigcirc$  + R1 and release them as soon as you see the

number 999 in your health meter; this indicates that you are invincible.

#### Stage Select

At the main menu, press L1 + L2 + R1 + R2 + Up and release. Press  $\bigcirc$  to start a new game; when the difficulty select menu appears, press L1 + L2 + R1 + R2 + Down and release. The stage-select menu will appear after you choose a difficulty setting.

#### See the Ending

Press X at the main menu to enter the Load Game screen. Press Right +  $\bigcirc$ , then  $\triangle$ , then Left +  $\square$ , then  $\triangle$ . You'll warp to the ending sequence.

#### Fall Through the Floor

In Jet Pack mode, stand over any dead enemy and press  $\triangle$  to call up the weapons menu. Now hold L1 and point the D-pad diagonally Down/Right. If you're not on the lowest level of the current stage, you'll fall right through the floor.

#### Fart Trick

Press X at the main menu to enter the Load Game screen. Press L1 + L2 + R1 + R2, then exit the Load Game screen and start a game. Now the "butt" creatures will make farting sounds.

#### POOL HUSTLER

**Secret Game Mode**  
At the title screen—while the words "Press Start" are flashing—press Up, Up, Down, Down,  $\triangle$ ,  $\triangle$ , X, X, Left, Right,  $\square$ ,  $\square$ ; you'll hear a signal to confirm. You'll find a new option called "Bowliards" at the main menu; it's a billiards game that's scored like bowling.

#### POWER MOVE PRO WRESTLING

**Hidden Character: Sparrow**  
At the title screen, press  $\bigcirc$ , Right,  $\triangle$ , Up,  $\square$ , Left, X, Down, X, Down,  $\square$ , Left,  $\triangle$ , Up,  $\bigcirc$ , Right, SELECT; you'll hear a bell to confirm. Now start the game. At the character-select screen, highlight Commandant and press SELECT to find Sparrow.  
**Hidden Character: Gorgon**  
At the title screen, press L1, L1, L2, R2, R1,  $\triangle$ , Down, X, Up, SELECT; you'll hear a bell to confirm. Now start the game. At the character-select screen, highlight Orange and press SELECT to find Gorgon.  
**Hidden Character: Sallie**  
At the title screen, press Up, Down, Left, Right,  $\triangle$ , X,  $\square$ ,  $\bigcirc$ , L1, L1, L2, R2, SELECT; you'll hear a bell to confirm. Now start the game. At the character-select screen, highlight El Temblor and press SELECT to find Sallie.

#### PROJECT: OVERKILL

**Secret Cheats**  
Note: To enter a cheat code, press START to pause the game, then highlight "Sound Volume" at the "pause" menu. Now enter one of the codes shown below; the word "Cheater!" will appear at the top of the screen if you've done it right. Some of the codes only have temporary effects and will wear off after a few minutes.  
• "Cloak" Stealth Mode—Hold  $\triangle$ , tap  $\square$ ,  $\bigcirc$ ,  $\square$ , release  $\triangle$ , hold X, tap  $\triangle$ , release X.  
• Extra Speed—Hold Up, tap  $\triangle$ ,  $\triangle$ , release Up, hold Down, tap X,  $\square$ ,  $\bigcirc$ , release Down.  
• Shield—Hold Right, tap  $\bigcirc$ ,  $\square$ ,  $\triangle$ , release Right, hold Left, tap  $\square$ ,  $\bigcirc$ , X, release Left.  
• Refill Health—Hold  $\square$ , tap  $\bigcirc$ , X, release  $\square$ , hold  $\bigcirc$ , tap X, X, release  $\bigcirc$ .  
• Refill Ammo—Hold  $\bigcirc$ , tap  $\square$ , release  $\bigcirc$ , hold  $\triangle$ , tap X, release  $\triangle$ , hold  $\bigcirc$ , tap X, release  $\bigcirc$ , hold X, tap  $\square$ , release X.  
• Skip to end of current level—Tap X, Up, Down, Up, hold  $\square$ , tap  $\bigcirc$ , release  $\square$ , hold X, tap  $\triangle$ , release X.

#### RAGE RACER

**Mirror Mode**  
At the Car Select menu, highlight "Race Start," hold L1 + R1 and press START and continue to hold all three buttons down. When the race starts, all of the graphics will be horizontally reversed.  
**Custom Logo Colors**  
At the Team Logo design screen, highlight any color on the color palette, hold L1 + L2 + R1 + R2 and press SELECT; you'll see three new menu items that control the amount of red, green and blue pigment in each color. To customize one of the default colors in the palette, highlight it, press Up or Down to highlight the red, green or blue pigment box, then hold the R1 or R2 button and press Up or





Down to adjust the amount of pigment you'd like to have mixed into the final color. With the RGB boxes on the screen, press **SELECT** repeatedly to toggle the guide markers in the small paint window, including a new "cross" marker which helps you to line up elements in the box.

#### THE RAIDEN PROJECT

**Mission Select**  
Choose "Difficulty" at the "Settings" menu; then, at the Difficulty menu, hold **L1 + L2 + R1 + R2** and press **START**. A Mission Select menu will appear. Note that this is not the same as a stage select; choose Mission 2 or 3 and the game's difficulty will increase as if you'd finished all of the stages once or twice.

#### RALLY CROSS

**Cheat Codes**  
Choose "Season" mode and select "New Season". When the "Enter Name for Season" screen appears, enter one of the following names to get different effects. Once the code is in place, you can back out of Season mode with the **△** button and use the codes in any race mode:  
Access "Veteran" mode—vet\_me  
Access "Pro" mode—im\_a\_pro  
Access all cars, trucks and tracks—wweeo  
No viscous friction (mud, water, etc. don't slow the car down)—noviscous  
No collisions with other vehicles—banzai  
Double the normal gravity—stone  
1/2 normal gravity—float  
3/4 normal gravity—feather  
Realistic gravity—radbrad  
Car wheels can turn 90 degrees—spinner  
Cars with no wheels—no\_wheels  
Wheels with no cars—wheels  
Fat tires—fat\_tires

#### RASCAL

**Stage Skip**  
Choose "Options" at the title screen, select the key icon and enter the password "HOUSE". Now start the game and you'll see the name of the current stage displayed on the screen. To jump to a different stage, tap the **R1** button to change the name of the stage, then hold the **R1** button down until you warp to the stage you chose. To skip to a different room within a stage, tap the **R2** button to change the room number, then hold the **R2** button down until you warp to the room you chose.

#### RAYMAN

**Infinite Continues**  
When you lose your last life and the Game Over/Continue screen appears, press **Up, Down, Right, Left**. (Note: This only works if the number of continues remaining is three or less.) If you've done it correctly, you'll see your continue counter jump to 10. Repeat this code to reset the counter to 10 whenever you're running low on continues.

#### Picture-in-Picture

During the game, press **START** to pause, then hold the **R2** button down and press **○, ○, Left, ○, ○**. A duplicate, moving image of the TV screen will appear in a window at the top of the normal screen. To remove the picture-in-picture window, just enter the code again.

#### Full Power-Up + 99 Lives

Press the **START** button to pause the game, then enter the following code carefully: Press and continue to hold **L2, R1, L1**, then **R2**, then release the buttons in this order: **L1, L2, R2, R1**. Next, press and release **○**, then press and continue to hold **Left, ○, □**, then **△**. Finally,

release the buttons in the following order: **Left, △, □, ○**.

#### RAYSTORM

##### Free Play Mode

When the words "Press Start Button" appear at the title screen, hold **L1 + L2 + R1 + R2** and press **START**; when the main menu appears, continue to hold **L1 + L2 + R1 + R2** and press **Up** seven times, then **Down**, then **Up** four times, then **START**; you'll hear a voice say, "Limiter released" and you should now be at the "Option" menu. Choose "Configuration" and you'll find a new "Credit Limit" option; turn it off to get infinite credits.

#### REBOOT

##### Secret Codes

Highlight "New Game" at the main menu, then enter any of the following codes; you won't hear any signal to confirm them, so press the buttons carefully. Note: You can't use the "Free Shield" and "Full Glitch Energy" codes in the same game.

- Free Shield with Every Glitch pick-up—**Down, R1, Left, Right, Down, L2, R2, Left, Right, Up**
- Full Glitch Energy—**Right, L1, Up, Right, Down, L1, R1, Up, Down, Left**
- Play as Enzo—**Up, Left, Down, Left, Down, L1, R1, Right, Down, Right**
- Play as Dot Matrix—**Left, R1, Right, Up, Down, R2, L1, Right, Up, Down**

#### RED ASPHALT

##### Infinite Armor

During the game, press **START** to pause, then hold **R1 + R2** and press **Up, Left, Right, Down, △, □, ○, X**.

##### Infinite Weapons (Offensive & Defensive)

During the game, press **START** to pause, then hold **R1 + R2** and press **Left, Up, Right, Down, □, △, ○, X**.

##### Infinite Nitros

During the game, press **START** to pause, then hold **R1 + R2** and press **Down, Down, Down, ○, ○, ○**.

##### Boss Cars

At the main menu, press and hold **L2**, then press **Left, Right, Down, Up, □, ○, X, △**. Now start a race with any vehicle; before the game loads, you'll get a menu that lets you choose any of the boss vehicles.

##### Unlimited Cash

At the main menu, press and hold **L2 + R2**, then press **Left, Left, Right, Right, □, □, ○, ○**. Your cash total won't change, but you can buy anything for free.

#### RELOADED

##### Cheat Codes

At any time during the game, press the **START** button to pause. When the pause menu appears, hold the **L1** and **L2** buttons for approximately ten seconds; this will "lock" the red rectangular cursor in place. If you can still move the cursor up and down with the **D-pad**, then you need to hold the **L1** and **L2** buttons a little bit longer. After the cursor is locked up, continue to hold the **L1** and **L2** buttons and enter the following codes to add cheat options to the pause menu:

Ammo—**△, Left, Left, Left, ○, △, Down**. Select this option to boost your ammo.

Health—**Down, Right, Left, △, Right, Down**. Use this option to refill your energy meter.

Power—**Left, Up, X, ○**. This option will power-up your weapon.

Skip Level—**Left, △, X, Right, ○, △, Down**. Use this option to skip the current level and start on the next stage.

#### Secret Character

At the character-select screen, press **L1, ○, R1, Down, Down, R1, ○, L1, L1**. You'll hear a fanfare and an evil red balloon will appear over Sister Maggie. Now you can play as Fwank from the original *Loaded* game.

#### RESIDENT EVIL

##### Rocket Launcher

If you finish the game in less than three hours, your saved game will allow you to start a new game with an all-powerful rocket launcher; it has infinite ammunition and can destroy just about everything with one shot.

##### Special Key

In the room with the large mirror, there's a locked closet that seems impossible to get into. To get the special key that unlocks this door, you must finish the game with two characters rescued (e.g. if you're playing as Chris, you must have Jill and Rebecca with you when you leave the mansion; Jill must rescue Chris and Barry.) If you do this, your saved game will allow you to start a new game with the special key. Inside the closet, you can change your character's clothes.

#### RESIDENT EVIL: DIRECTOR'S CUT

##### Easier "Advanced" Mode

Choose "New Game" from the main menu, then highlight "Advanced" and hold **Right** on the **D-pad** for about four seconds; you'll see the word "Advanced" turn green. Now start the game in "Advanced" mode and you'll find that it's slightly easier than usual.

#### RESIDENT EVIL 2 PREVIEW (DEMO DISC)

##### "Rookie" Mode

Highlight "New Game" at the main menu and hold **Right** on the **D-pad** for about four seconds; a top-secret difficulty select option will appear, allowing you to play the game in the slightly easier "Rookie" mode.

#### RESIDENT EVIL 2

##### Secret Photo

In the S.T.A.R.S. office, check Wesker's desk—it's the one right in front of the S.T.A.R.S. logo. You'll get a message that says, "It's trashed. Someone must have searched the desk..." Continue to check this desk over and over again; on the 50th try, you will obtain a film. Take the film to the darkroom to develop it and you will get to see a secret photo of Rebecca from the original *Resident Evil*.

##### Alternate Clothes

Start a game in Normal Mode and go through the city area (including the gun store and the bus) without picking up any items. If you go to the alley by the stairs in the R.P.D. lot, you will meet a very special zombie: It's Brad Vickers, the helicopter pilot from the original *Resident Evil*. Enter the police department and get the rifle/grenade launcher from the S.T.A.R.S. room, then go back out and kill Brad (you can't take him down with your normal gun). Next, check his body; you'll find a special key. This key opens the locker in the darkroom; if you open it, you will be able to change into a different set of clothing at any time.

##### Shoot the Camera

Go to the outside area in the basement where the two dogs jump down from the fence, stand with your back facing the manhole and walk forward until the camera angle changes. Now draw your rifle and shoot; "bullet holes" will appear on your TV screen!

##### Bonus Weapons

If you beat Scenario One with an "A" or "B" ranking and your total playing time is under

two-and-a-half hours, you will get a rocket launcher with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under three hours, you'll get a sub-machine gun with infinite ammo for your next game. If you beat Scenario Two with an "A" or "B" ranking in under two-and-a-half hours, you get both of these "infinite ammo" weapons plus a Gatling Gun, also with infinite ammo. You'll find the bonus weapons in the chest.

##### Secret Character: Hunk

To play as the bio-suit guy from the opening movie, you have to achieve an "A" Ranking in either Leon or Claire's Scenario Two; to do so, you must beat the scenario in under three hours without using any of the "infinite ammo" bonus weapons (see above). When you finish doing this, you will be asked to save a second time after the normal Scenario One/Scenario Two save. The saved game will say "Hunk," choose this to play as him.

##### Secret Character: Tofu

To play as a giant tofu, you must follow the instructions for playing as Hunk (see above). Once you've done this, you must continue playing until you have chained three sets of Scenario Ones and Scenario Twos (a total of six games). When you finish doing this, you will be asked to save an additional time. The saved game will say "Tofu," choose this to play as him. (Note: After you qualify for the "Hunk" save, you don't have to continue to get high rankings in order to access Tofu; just keep playing and always remember to save.)

#### RESIDENT EVIL 2 (DUAL SHOCK VERSION)

##### Extreme Battle Mode

Play through the game with either character and complete Scenario 2. After the credits roll, you will be asked to save and a message will tell you that there is another mode. You will be asked to save the regular game and then it will ask you to save a second time for the Extreme Battle data. Extreme Battle mode can then be accessed by calling up the Load screen and selecting the EX Battle data from the Arrange Mode menu. If you're lucky enough to have kept a Scenario 2 save on your memory card from the original *Resident Evil 2*, you can use that with the Dual Shock version and simply complete the game to get Extreme Battle. When you beat the first level of Extreme Battle mode, you will earn the ability to play as Ada Wong; you can play as Chris Redfield if you beat the second level.

#### RIDGE RACER

##### Extra Cars

If you earn a "perfect" in the *Galaxian* loading game by destroying all of the enemy ships before they fly away, you'll get eight extra cars to choose from.

##### Reverse Tracks

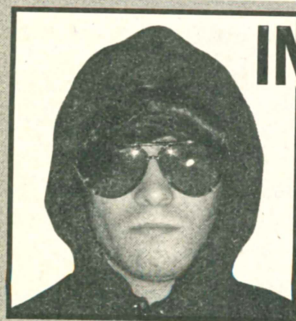
When you have completed the whole game—time trials and all—you'll earn the right to race on four new tracks, which are really the existing four tracks driven in the opposite direction.

##### Mirror Mode

When you start a race, drive forward a bit, then spin around and head back to the steel wall that says "Wrong Way". If you're going fast enough, you'll pass right through the wall to race in "Mirror Mode".

##### Galaxian 13

The game's toughest secret is the mysterious black car, which appears by the side of the road after you've completed the game—both forward and reverse tracks—in its entirety. If you can beat the black car by staying in front



## INTERVIEW WITH THE UNAGAMER

**Real Name:** Unknown  
**Age:** 22  
**Weight:** 170 lbs.  
**Eyes:** Brown  
**Height:** 6' 1"  
**Likes:** Arcade games  
**Dislikes:** Almost every other game on Earth  
**Miscellaneous:** One who repels most forms of technology—particularly in the world of electronic entertain-

ment—the Unagamer is quite mysterious. Strangely, the Unagamer's voice sounds very much like that of Dr. Evil from the movie *Austin Powers: International Man of Mystery*. At the time of our exclusive interview, the Unagamer was rumored to be sabotaging Power VR chip sets for the Japanese Dreamcast—a system which, he says "is truly the epitome of all that is evil in the gaming world." An

anonymous source tipped us off as to his whereabouts—a truck stop in Seattle. Here, for the first time ever, we bring you a unique look into the mind of a truly disturbed individual. The opinions expressed in no way reflect those of the *TIPS & TRICKS* staff—or any other sane person, for that matter. And now, in its entirety, we bring you our exclusive interview with a very dangerous man...





of him and allowing him to rear-end your vehicle all the way to the finish line, you can drive the car yourself and even save it on your memory card.

## RIDGE RACER REVOLUTION

### Title Screen Trick

If you hold two L or R buttons at the title screen, you can move the spotlight around with the D-pad and change its focus with  $\square$  and X.

### Extra Cars

If you earn a "perfect" in the *Galaga '88* loading game by destroying all of the enemy ships before they fly away, you'll get eight extra cars to choose from.

### Buggy Mode

If you earn a "perfect" in the *Galaga '88* loading game by destroying all of the enemy ships with exactly 40 shots, you'll get the eight extra cars as described above, but all of the cars on the track will be changed into funny-looking buggies when you start the race. This is very difficult to do, but here's a cheat that makes it easier: During the *Galaga '88* game, press and hold **Down + L1 + SELECT +  $\Delta$  + R1**; all of the enemy ships will be automatically destroyed with exactly one shot each.

### Secret Cars

Once you place 1st in all three courses in normal race mode, three super cars will appear to race against you in the Time Trial mode as follows:

Novice—13th Racing Car

Intermediate—13th Racing Kid

Expert—White Angel

If you can beat these cars in the Time Trial mode, they will become available for you to race with in all game modes.

### Spinning Mode

Choose "Time Trial", then at the main menu, highlight the "Start" box, hold the Brake button and press the Accelerator button; continue to hold both buttons down until the race starts. (You'll have to press the Accelerator twice because the Brake button will take you back to the title screen.) Now you're playing in Spinning Mode. When you reach a turn where it's possible to spin your car 360°, the words "Spinning Point" will appear on the screen. Try to spin your car around; it helps if you choose a vehicle with a low "grip" rating. When you finish the turn, a toy car will drive across the screen and show you your total points for that spin. After the race, watch the replay to see a chart that shows your score on each Spinning Point along with your total for the entire race.

## RISE 2: RESURRECTION

### Box Codes

Enter these cheats at the character-select screen to make five different boss characters appear in a bonus box at the bottom of the screen.

Vitriol—Right, Right, Right, Up, Up, Down, Left, Left, Down, Down.

Supervisor—Down, Right, Down, Up, Right, Down, Left, Down, Up, Right, Up.

Assault—Right, Up, Up, Right, Down, Right, Up, Up.

Mayhem—Left, Right, Down, Left, Up, Left, Down, Left, Down.

Anil 8—Up, Right, Down, Right, Right, Up, Left, Up.

### ROBO-PIT

#### Arena Select

At the main menu, hold **L1 + L2 + R1 + R2** and press the SELECT button; a two-digit number will appear in the upper-right corner

of the screen. Press **Right** or **Left** on the D-pad to choose the arena you'd like to fight in; the left digit represents the available arenas (0 through 5) and the right digit represents the time of day (0=morning, 1=dusk, 2=night).

## ROBOTRON X

### Instant Power-Ups

At any time during the game—not while paused—you can make power-up items appear on demand, right next to your character. Just enter one of the codes shown below; do them quickly for best results. Each code can only be used five times in each stage. Note that the codes are shown as if you are using the default configuration for a single controller, so if you're using another configuration just remember that  $\Delta$  means Fire Up,  $\square$  is Fire Left,  $\circ$  is Fire Right and X is Fire Down.

Shield—Down, Left,  $\square$ ,  $\circ$

Two-Way Weapon—Up,  $\Delta$ , Up,  $\Delta$

Three-Way Weapon—Right, Right,  $\square$ , X

Four-Way Weapon—Down, Down, Up,  $\circ$

Pulse Wave—Up,  $\circ$ , Down, Right,  $\square$

Speed Up—Left, Left, Right, Right,  $\Delta$

Flamethrower Weapon—Down, Right, Down, Right,  $\circ$

## ROGUE TRIP: VACATION 2012

### Cheat Codes

During the game, hold **L1 + R1 + R2** and press SELECT; you'll see the words "Cheats Enabled" in the upper right corner of the screen. With that code in place, you can enter any of the following codes to get different cheats at any time (Note: These codes must be entered quickly):

Quick \$10,000 Cash—Hold **R1 + R2**, press **L1**,

**Up**, **Down**, **Up**, **Down**

Infinite Weapons—Hold **L1 + R1**, press **Up**, **Down**, **Up**, **R2**

Mega Guns Mode—Hold **L1 + R1 + R2 + X**, press **Down**

Invulnerable Mode—Hold **L1 + R1**, press **Up**, **Down**, **Left**, **Right**

Upgrade Weapons—Hold **L1 + R1**, press **Left**, **Right**, **Left**, **Right**

Note: If you hold **L1 + R1 + R2** and press **Up**, **Down**, **Left**, **Right**, you'll enter the "Infinite Weapons," "Mega Guns," "Invulnerable Mode" and "Upgrade Weapons" codes at the same time and the words "God Mode" will appear. Most of the above codes can be deactivated by entering the same code a second time, or hold **L1 + L2 + R1** and press SELECT to deactivate all cheats.

### Passwords

Access the password entry screen from the options menu and enter any of the following codes to unlock special features:

Enable Goliath— $\Delta$ , **L1**, **R1**, **X**, **L2**, **L2**

Enable Nightshade—**R1**, **R2**, **L1**, **L1**, **X**,  $\circ$

Enable Helicopter—**L1**, **L2**, **R2**, **R2**, **R1**

Enable Alien Saucer—**R1**,  $\square$ , **X**,  $\square$ , **L2**,  $\square$

Access "Funtopia" stage (Challenge mode only)—**X**,  $\circ$ , **L2**, **X**,  $\square$ , **L1**

Access "The Gulch" stage (Challenge mode only)—**X**,  $\square$ ,  $\circ$ , **L1**, **L2**,  $\square$

Battle Boss 1 (Challenge mode only)— $\circ$ , **R2**,

**R1**,  $\square$ , **L1**, **R2**

Battle Boss 2 (Challenge mode only)— $\circ$ ,  $\circ$ ,

**L2**, **L1**,  $\Delta$ ,  $\Delta$

Infinite Jump— $\square$ , **X**,  $\circ$ , **R2**, **X**,  $\Delta$ , **R2**

Infinite Turbo— $\square$ , **X**,  $\circ$ ,  $\Delta$ , **R1**, **R2**

Double Pickups—**L1**, **L2**,  $\circ$ , **L1**, **R1**,  $\square$

Increased Armor—**R1**, **R2**, **R1**, **L1**,  $\square$

See *Duke Nukem: Time to Kill* movie— $\square$ ,  $\square$ ,

$\circ$ ,  $\circ$ ,  $\Delta$ ,  $\Delta$

## ROLL AWAY

### Secret Codes

Each of the following codes can be entered at any time during the game (not while paused):

• Chess pattern background—**L1**,  $\circ$ , **Left**, **Right**, **L2**, **Left**, **R2**

• Enable motion blur—**Right**,  $\circ$ , **L2**,  $\circ$ , **R1**,  $\circ$ ,  $\square$ ,  $\circ$

• Extra 30,000 points— $\square$ , **Up**, **Down**, **L2**, **R1**,  $\Delta$ , **X**,  $\Delta$  (works only once per level)

• Temporary invincibility—**Right**, **Down**, **L1**, **R2**, **R1**,  $\circ$ ,  $\Delta$ ,  $\square$

• 30 extra seconds in Time Trial mode— $\circ$ , **L1**,  $\Delta$ ,  $\Delta$ ,  $\circ$ , **X**,  $\Delta$ , **Down** (works only once per level)

• Warp to bonus stage— $\Delta$ , **Up**,  $\Delta$ , **L2**, **L1**, **L2**,  $\square$ , **X**

• Clear screen in bonus stage—**Right**,  $\circ$ ,  $\square$ , **L1**,  $\square$ ,  $\circ$ ,  $\square$

## ROSCO MCQUEEN FIREFIGHTER EXTREME

### Passwords

Laundry 2—**F L U F F Y**

Laundry 3—**S W E A T Y**

Auto 1—**H O T R O D**

Auto 2—**G R E A S E**

Auto 3—**B I G E N D**

Harolds 1—**S M E L L Y**

Harolds 2—**W I D E T V**

Harolds 3—**P I L L O W**

Leisure 1—**T R I C E P**

Leisure 2—**M O T I O N**

Leisure 3—**H I P H O P**

Residential 1—**K E N N E L**

Residential 2—**B A R R E L**

Rundaround—**S P L A S H**

## RUSH HOUR

### Cheat Codes

Enter any of the following codes when the words "Press Start" appear on the title screen; you'll hear a sound to confirm if you've entered a code correctly:

Four extra High Performance cars—**Up**, **Left**, **Right**, **X**,  $\circ$ ,  $\square$

Bonus Track—**X**, **Up**,  $\Delta$ , **Down**, **R1**, **L1**

Reverse Tracks option at Track Select screen + "Reverse Championship" option—**Left**,  $\Delta$ , **R1**,  $\circ$ , **L1**, **Down**

Access "Super Championship" race mode—**Right**,  $\square$ , **Left**,  $\circ$ , **Up**, **X**

## SAN FRANCISCO RUSH

### Secret Vehicles

Choose any vehicle, then select your transmission type with the X button. When the purple "RUSH" letters appear, immediately press one of the following buttons and hold it down until the "loading" screen appears:

• Hold  $\Delta$  to race in a U.F.O.

• Hold **L1** to race in a pick-up truck

• Hold **R1** to race in a British sportster

When the race starts, you'll be driving the vehicle you chose.

## S.C.A.R.S

### Ultimate Password

Choose "Options" at the Game Select menu, then select "Settings" and use the **L1** and **R1** buttons to change the Password option to "A L L V I D". This code unlocks all of the game's functions, including four extra vehicles, three additional cup settings, the "Challenge" mode and the option menu's "Mirror Mode".

## SHADOW MASTER

### All Weapons

Begin a new game. Go forward into the first door that opens and kill the aliens inside. Once you have defeated the aliens and you are completely inside the room, press **L1 + L2**

+ **R1 + R2 +  $\circ$**  simultaneously. A red light will appear on the screen to confirm the code; you now have all of the game's weapons.

### Invincibility

In the same room described above, after defeating the aliens inside, press **L1 + L2 + R1 + R2 + X** simultaneously. A blue light will appear to confirm the code; now you're completely invincible.

### Stage Select

In the same room described above, after defeating the aliens inside, press **L1 + L2 + R1 + R2 + X** simultaneously. A green light will appear to confirm the code. Now press **START** and exit the game; you'll find a stage-select option on the main menu.

## SHELLSHOCK

### Cheat Menu

Access the main title screen and press **Up**, **Down**, **Left**, **Right**, **Down**, **Down**, **Right**, **Right**. You'll hear a piano melody and the screen will change to a photo of the game's characters with a cheat menu below. Press **Left** or **Right** at the "Starting Level" option to start at any stage, or use the other options to watch all of the full-motion video footage in the game, listen to the music and sound effects or see the credits.

### Invincibility

Start a game, then—as soon as you're in the tank—press **SELECT** and choose "Abort Game". When the title screen appears for the second time, press **Up**, **Up**, **Down**, **Down**, **Right**, **Right**,  $\Delta$ . You'll hear a musical signal to confirm the code. Now start the game and watch your armor gauge; it will go down when you get hit, but when it runs out it will fill right back up again.

## SHIPWRECKERS!

### Passwords

Region 1, Level 2—Ship, Skull, Fish, Anchor, Ship, Anchor

Region 1, Level 3—Ship, Anchor, Skull, Ship, Anchor, Fish

Region 1, Level 4—Skull, Ship, Fish, Anchor, Anchor, Ship

Region 2, Level 1—Fish, Fish, Anchor, Ship, Skull, Anchor

Region 2, Level 2—Skull, Anchor, Anchor, Fish, Anchor, Ship

Region 2, Level 3—Fish, Anchor, Ship, Ship, Ship, Skull

Region 2, Level 4—Anchor, Fish, Ship, Skull, Skull, Fish

Region 3, Level 1—Ship, Skull, Skull, Fish, Anchor, Skull

Region 3, Level 2—Fish, Skull, Anchor, Fish, Skull, Fish

Region 3, Level 3—Fish, Fish, Ship, Skull, Fish, Ship

Region 3, Level 4—Ship, Anchor, Ship, Fish, Anchor, Fish

Region 4, Level 1—Skull, Skull, Anchor, Ship, Fish, Fish

Region 4, Level 2—Ship, Anchor, Skull, Fish, Fish, Anchor

Region 4, Level 3—Skull, Ship, Skull, Skull, Fish, Ship

Region 4, Level 4—Ship, Fish, Ship, Fish, Ship, Anchor

Region 5, Level 1—Anchor, Ship, Fish, Skull, Fish, Ship

Region 5, Level 2—Fish, Ship, Anchor, Skull, Ship, Fish

Region 5, Level 3—Ship, Fish, Skull, Anchor, Anchor, Skull

Region 5, Level 4—Skull, Ship, Anchor, Fish, Ship, Skull

**Tips & Tricks:** For the record, your name, please?

Unagamer: The Unagamer.

**T&T:** Ri-iiight. [pause] It has been said that you not only fear new gaming technology; you reject it. Why is this?

Unagamer: Because advances in technology are...evil.

**T&T:** Go on...

Unagamer: Some say that when a new game is released it will be joyous to the players. I find this curious. I sit and play R-Type all day. Sometimes I give in and play *Street Fighter II*—the original—but that is only when I am lonely.

**T&T:** Do you view yourself as a loner?

Unagamer: I live in a guesthouse by myself. Outside of work I tend to contemplate my thoughts while playing *Pac-Man* as candles burn as a source of light.

**T&T:** Do you have a bank account?

Unagamer: I keep my money close to me at all times because I do not trust the banking system in this country. I keep it in places like socks and behind my refrigerator. Now that I've told you, however, I must move it.

**T&T:** So do you trust anyone?

Unagamer: Let me tell you a story. One time, I trusted a good friend. A

long time ago, he showed me a machine and said that it would be better than writing everything on carbon paper. I saw that the serial number on the back of the unit contained the numbers "666". It became clear to me that this new "computer"—as he called it—was in actuality a device crafted by the devil himself. To me, this of course was the beginning of the end of civilization. After this, I found it impossible to give the gift of trust.

**T&T:** Let's go with that...you say you don't trust anyone. Does this stem from your childhood?



Top-secret photo of the Unagamer's home in the California wilderness. (Courtesy FBI.)





## SKELETON WARRIORS

### Invincibility

At any time during the game, press **START** to pause, then press **Down**, **O**, **□**, **□**, **Up**, **X**. Unpause the game and you'll find that your character is semi-transparent and he cannot be hit by enemy attacks.

## SKULLMONKEYS

### Cheat Codes

Press the **START** button during the game to pause, then enter any of the following cheats while the "Paused" menu is on the screen. Note that certain power-up cheats will only work in levels where you're allowed to have that power-up; for example, the Universe Enema power-up is not introduced in the game until the Elevated Structure of Terror, so if you try to enter the "Maximum Universe Enemas" code before you reach that stage, it won't work.

Maximum Bullets—**Down**, **O**, **Up**, **R2**, **Left**, **△**, **SELECT**, **SELECT**  
Maximum Phat Heads—**R1**, **Left**, **Up**, **L1**, **L1**, **□**, **Right**, **SELECT**  
Maximum Phoenix Hands—**□**, **△**, **R2**, **Left**, **SELECT**, **O**, **△**, **Right**  
Maximum Universe Enemas—**Left**, **△**, **Right**, **Down**, **△**, **SELECT**, **SELECT**, **SELECT**  
Maximum Super Willies—**R1**, **Left**, **□**, **△**, **L1**, **△**, **R2**, **SELECT**  
Maximum 1970s Icons—**SELECT**, **O**, **Up**, **Left**, **Down**, **Up**, **Down**, **□**  
Maximum Swirly Cores—**R1**, **Right**, **O**, **R2**, **R2**, **□**, **Right**, **SELECT**  
Maximum of All Status Items (except 1970s icons and Swirly Cores)—**L1**, **△**, **Down**, **R1**, **O**, **Right**, **Up**, **SELECT**  
Shield—**R2**, **O**, **O**, **Down**, **Left**, **O**, **Right**, **Down**  
Clean "Pause" Screen—**L2**, **Left**, **O**, **R2**, **Down**, **□**, **△**, **Down**  
Change Klaymen's Color—**L2**, **O**, **O**, **Left**, **SELECT**, **L2**, **Up**, **Down**  
Psycho Klaymen—**Down**, **Right**, **△**, **L2**, **Up**, **Left**, **△**, **SELECT**  
Slow-Motion Mode—**L1**, **△**, **Left**, **Down**, **R2**, **△**, **Left**, **SELECT**  
Super Fast Klaymen—**Left**, **□**, **R2**, **O**, **R1**, **Down**, **O**, **R2**  
Tiny Klaymen—**R1**, **Left**, **□**, **△**, **R1**, **Left**, **□**, **△**  
Shoot Heads Instead of Bullets—**Down**, **□**, **△**, **Down**, **Down**, **□**, **Right**  
Skip Current Sub-Level—**△**, **L1**, **L1**, **O**, **Right**, **O**, **△**, **Down**

## SLAM 'N JAM '96

### FEATURING MAGIC & KAREEM

#### Secret Teams

At the main menu—the one that says "Exhibition Game/ New Season" etc.—press **Left**, **Right**, **Up**, **Down**, **R1**, **L1**, **□**, **Down**; you'll hear a buzzer. Now immediately press **Left**, **Right**, **Up**, **Down**, **R1**, **L1**, **□**, **Up**; you'll hear another buzzer. This code adds two new teams to the available list: the "Left Field" team (starring the game's designers) and the "Monsters" team.

#### Big Head Mode

Just before the game you'll be shown two "Scouting Report" screens, one for each team. At the second screen, highlight "Continue" and press **X** or **START**; as the screen disappears, immediately tap the **L1** button quickly and repeatedly until the tip-off. After the tip-off, press the **START** button to pause, then press it again to return to the game; you'll find that all of the players now have swelled heads like Shaq.

#### Small Player Mode

As above, get to the second "Scouting Report" screen, highlight "Continue" and press

**X** or **START**; as the screen disappears, immediately tap the **R1** button quickly and repeatedly until the tip-off. After the tip-off, press the **START** button to pause, then press it again to return to the game; you'll find that all of the players are now tiny like puppet-Penny.

#### Shot Percentage Indicator

As above, get to the second "Scouting Report" screen, highlight "Continue" and press **X** or **START**; as the screen disappears, immediately press and hold the **L1** button until the tip-off. After the tip-off, press the **START** button to pause, then press it again to return to the game. Now whenever a player takes a shot, you'll see an on-screen percentage indicator that tells you how likely the shot is to go in.

## SLAMSCAPE

### Invincibility

During the game, hold the **SELECT** button and press **□**, **□**, **O**, **O**, **□**, **□**, **△**.

### Weapon Power-Up

During the game, hold the **SELECT** button and press **Left**, **□**, **Right**, **O**, **Up**, **△**.

### Level Passwords

Uraniumania—**△** **X** **X** **□** **O** **△** **X** **△**  
Repschler—**X** **O** **O** **□** **□** **O** **X**  
Endless Bummer—**X** **△** **X** **O** **□** **O** **X**  
Viva Los Vagantes—**O** **△** **X** **△** **□** **□** **△**  
Movie Passwords  
Entrance to Uraniumania—**O** **O** **O** **△** **△** **□** **△**  
Entrance to Repschler—**O** **O** **X** **△** **X** **□**  
Entrance to Endless Bummer—**O** **O** **□** **□** **△** **△** **X**  
Entrance to Viva Los Vagantes—**O** **O** **X** **X** **□** **□**  
Game Over/Death—**O** **O** **O** **O** **X** **O** **X**  
Game Over/You Win—**O** **O** **O** **O** **X** **X** **△**  
Credits—**O** **O** **□** **O** **X** **X** **△**  
Exit (quit)—**O** **O** **△** **△** **O** **X** **□**

## SOVIET STRIKE

### Stage Passwords

Campaign #1: Crime—**W O R S T C A S E**  
Campaign #2: Black Sea—**G R A N D T H E F T**  
Campaign #3: Caspian—**G R O Z N E Y**  
Campaign #4: Dracula—**C H E R N O B Y L**  
Campaign #5: Kremlin—**C I V I L W A R**  
Cheat Password  
Enter the password **T H E B I G B O Y S** to play with infinite ammo, fuel, armor and attempts. (If one of these items should run out, it will be instantly refilled.)

## SPACE JAM

### Secret Options Menu

At the main menu, choose "Options", then highlight "Game Options", hold **L1** + **L2** + **R1** + **R2** and press **X**. You'll find a secret options menu that allows you to adjust the game's gravity and character sizes as well as changing the court. Note: After you've changed these options, you must press **X** to exit; if you press any other button, your changes may not be in effect.

## SPAWN: THE ETERNAL

### Cheat Codes

Each of the following codes can be entered while the game is paused:

- Temporary invisibility—Hold **L1** + **R1** and press **□**, **□**, **O**, **O**, **△**, **X**
- Temporary invincibility—Hold **L1** + **R1** and press **△**, **△**, **X**, **□**, **O**
- All power-ups—Hold **L2** + **R2** and press **△**, **O**, **□**, **X**, **△**, **X**
- All inventory—Hold **L2** + **R2** and press **X**, **□**, **O**, **△**, **□**, **O**

- Refill health meter—Hold **L1** + **R1** and press **X**, **O**, **△**, **□**, **X**, **O**
- Refill Magic—Hold **L1** + **R1** and press **△**, **O**, **X**, **□**, **△**, **O**
- Skip current level—Hold **L1** + **R1** + **L2** + **R2** and press **△**, **X**, **□**, **O**, **O**, **O**

## SPEED RACER

### Access All Cars

At the car-select screen, hold **L1** + **L2** + **R1** + **R2** + **SELECT** + **Down** and press **△**; now all of the cars in the game will be available.

### Extra Camera Views

During a race, press **START**; while the game is paused, press **Right** five times, then **Left** five times. Now return to the game and cycle through the different camera views; you'll find two new long-distance settings.

### Change the Time of Day

At the course select screen you can choose to race at different times of the day if you hold certain buttons down when you make your selection as follows:

- Hold **L1** + **L2** to race in bright daylight
- Hold **R1** + **R2** to race at night
- Hold **L1** + **L2** + **R1** + **R2** to race at twilight

## SPICE WORLD

### Giant Spine

At the menu screen where your character walks across the globe, hold the **START** button and press **O**, **□**, **O**, **□**.

### Hidden Messages

Also at the "Globe" menu, hold the **START** button and press **O**, **△**, **△**, **O**. You'll see the code on the screen to confirm. Now hold **START** + **SELECT** and press **O**, **O**, **O** to see a hidden message. You can also try **△**, **△**, **△**, **△** or **□**, **□**, **□**, **□**; repeat each code to turn the corresponding message off.

### Handbag Code

At the globe menu, hold the **START** button and press **□**, **△**, **O**, **△**. With that code on the screen, enter the television studio with your "act" prepared. Instead of standing in a line, the Girls will be crowded around a pile of handbags on the floor.

### Naked Spice Code

At the globe menu, hold the **START** button and press **O**, **△**, **△**, **O**. Next, press **L1** + **L2** + **R1** + **R2** + **START** + **SELECT** simultaneously to reset the game. You'll get an alternate title screen that shows the Spice Girls...naked?

## SPIDER: THE VIDEO GAME

### Cheat Codes

Press **START** at any time during the game to pause, then enter either of the following codes at the pause screen:

- Refill Energy + Weapon Power-Up—Press **△**, **X**, **X**, **O**, **X**, **□**, **△**, **X**, **△**, **O**. Repeat whenever necessary.
- Change into a Flea—Press **△**, **□**, **O**, **△**. Repeat the same code to change back into the spider.

### Laboratory Passwords

Lab Floor—**1 F M L C 939GP R8F8 F7K71**  
Sinks—**C H M L C 939GP R8F31 WGT53**  
Lab Top—**86 M L C 939GP R8F3V FQ554**  
70's Room—**F W 1 M C 939GP R8F3B F7K71**  
Factory Passwords  
Boxes—**F W 1 M C 939GP R8F36 DTT53**  
Conveyors—**B S R M C 939GP R8F3V TKT71**  
Machine Room—**W D R Q C 939GP R8F3L M8595**  
Tubes—**8 W V L C 939GP R8F36 DTT53**  
Mechanical Arm Boss—**8 W V L C 939GP R8F3G 1QJ84**  
City Passwords  
Down the Street—**9 W V L C 939GP R8F3L RT654**  
Side of Building—**6 S X X S 939GP R8F3L RT654**  
Park—**W P N T 839GP R8F3B 9LV53**

Under the Street—**N7KB3 Y19GP R8F3V 95HR5**

Along the Street—**N7KB3 Y19GP R8F3G GK473**

### Museum Passwords

Display Cases—**P7KB3 Y19GP R8F3B PFGC3**  
Volcano—**G7KB3 Y11GP R8F3B PFGC3**  
Dinosaur Bones—**H7KB3 Y10FP R8F3Q XSD54**  
Model City—**J7KB3 Y1GWP R8F31 766D1**  
Temple—**K7KB3 Y1B15 S8F3Q XSD54**  
Museum Boss—**K7KB3 Y1B15 S8F3B TQBB4**  
Sewer Passwords  
The Wells—**V7KB3 Y1B15 S8F3Q SQC1**  
Along the Sewer—**W7KB3 Y1VBV P8F3L C1M95**  
Food Carton—**X7KB3 Y1VLN 7BF31 CH1C3**  
Up the Well—**Y7KB3 Y1VV1 6QF3Q S7QC1**  
Ryan's World—**Q7KB3 Y1LDR TQD3V KCDT1**  
Evil Lab Passwords  
Circuit Boards—**Q7KB3 Y1LDR TQD3L CQSR3**  
Lab Top—**R7KB3 Y118H 56T1W TY4R4**  
Hard Drives—**S7KB3 Y118H 56T1T CQSR3**  
Brian's Folly—**T7KB3 Y118H 56T1F NY4R4**  
On the Ceiling—**T7KB3 Y118H 56T1T C4LD1**  
Kip's Bonus—**68KB3 Y118H 68T15 1P6C4**  
Brain Boss—**68KB3 Y118H 56T1T MVM35**

## SPOT GOES TO HOLLYWOOD

### Cheat Mode

At the title screen, press **△**, **Up**, **Right**, **Down**, **Left**, **△**, **Left**, **Down**, **Right**, **Up**, **△**. A new option called "Cool" will appear on the main menu. Select it to find an option called "Open Levels". Press **X** to open the levels, return to the main menu and choose "Start" and "Continue Game", then press **X** at the password screen. When the stage-select screen appears, you'll find that you can access any level.

### Infinite Lives

With the cheat mode activated as described above, just press **START** during the game to pause, then press **□** while paused to give yourself 50 extra lives at any time.

### Watch Video Scenes

With the cheat mode activated as described above, go to the stage select screen, hold the **□** button and press **START**. The game's video scenes will begin to play, one after another. Press **X** to skip to the next video at any time.

## STAR GLADIATOR

### Big Heads and Feet

Just before a round begins, hold **Right** + **START** + **□** + **O** until the fighters appear. Your character will have a giant head and enormous feet. This only lasts for one round, but you can do it in any round if you get the buttons held down before the round begins. If you hold those same buttons with **Left** instead of **Right**, your character will have a tiny head.

### Wall Mode

Beat the game once with any character and get the best ending. When you return to the option menu, you'll find a new Wall Mode option, which puts a wall around the ring. You can't get a "Ring Out" in this mode, but you can knock your opponent through the wall if you finish him or her with a strong attack near the edge of the ring.

### Zelkin Transform Combo

When playing as Zelkin, do his Plasma Combo, then immediately press **A**, **A**, **Forward**, **Guard**, **B**. Zelkin should begin to transform. Press **A** to turn left, **B** to turn right, **Kick** to change size and **Guard** to stop transforming.

### Change Camera Angle

Immediately after winning a fight, hold **O** + **X** before your character goes into his or her victory pose. During the pose, keep holding those buttons and press **□** to zoom in, **△** to



## INTERVIEW WITH THE UNAGAMER continued

**Unagamer:** When I was twelve, I was sitting playing *Mega Man 2* at home. My mother became quite irritated. She said I was playing "the machine" too much. It was actually a Nintendo Entertainment System. After a bit of yelling, she proceeded to take the machine outside, set it down on the pavement, get into her automobile and then run it over as I sat on the front steps weeping. Composing my-

self, I carried the broken, soiled remains inside and gingerly, lovingly attempted to piece the unit back together. It took me about thirty minutes, but I was successful and resumed play well into the night. On a separate occasion, I became somewhat angry that my mother would not purchase a new set of batteries for my *Merlin* hand-held game. I was forced to place many old batteries in aluminum foil and then boil them in water for several minutes in order to recharge them. [Editor's note: Don't try this at home.] These are the obstacles which made my childhood diffi-

cult; however, I quickly learned to adapt and overcome them.

**T&T:** You mentioned your mother. Did you have any heroes growing up—your father, for instance?

**Unagamer:** My father did not play a part in my gaming experience. I prefer a real hero—one like Mr. Duke Togo from *Golgo 13: Top Secret Episode*.

**T&T:** How many games would you estimate you own?

**Unagamer:** Currently, over 500—mostly comprised of 8- and 16-bit 2-D, sprite-based titles.

**T&T:** Do you like Tekken?



Duke Togo, a.k.a. "Golgo 13" (CIA file photo)





zoom out and use the D-pad to change the camera angle.

#### Night Fighting

Before a fight begins, hold L1 + L2 + Down. You'll be fighting at night.

#### Fight "Real Bilstein"

Play in Arcade Mode and beat all of the characters before the timer reaches six minutes (or three minutes if playing one-round battles.) After you fight Bilstein, you'll face the glowing "Real Bilstein".

#### Fight Kappa

If the timer is exactly at 00 when you defeat your third opponent in arcade mode, Kappa will appear as the fourth opponent.

#### Play as Bilstein

At the character-select screen in arcade mode, highlight Hayato, hold SELECT, move the cursor all the way over to the right to Gore and press X, O, X, O, □, □, △, △, then O + X simultaneously. You'll hear a signal to confirm the code and an arrow will appear. Press Right to find Bilstein.

#### Play as Kappa

Note: You must enter the "Play as Bilstein" code above before you can play as Kappa. At the character-select screen in arcade mode, highlight Bilstein, hold SELECT, move the cursor all the way over to the left to Hayato, then press O, □, △, □, X, □, △, □, □, then △ + X simultaneously. You'll hear a signal to confirm the code and another arrow will appear. Press Left to find Kappa.

#### Play as Blood

Note: You must enter the "Play as Kappa" code above before you can play as Blood. At the character-select screen in arcade mode, highlight Hayato, hold SELECT, move the cursor left to Bilstein, press X, □, X, □, □, then press Right to highlight Kappa and press O, △, O, △, O, △, then press L1 + R1 simultaneously. You'll hear a signal to confirm the code and Blood will appear to the right of Kappa.

#### STAR WARS: DARK FORCES

##### Cheat Menu

At any time during gameplay—not while paused—carefully press Left, O, X, Right, O, X, Down, O, X. A cheat menu will appear that allows you to max out your health or weapons, become invincible, see the full map and more.

#### STAR WARS: MASTERS OF TERAS KASI

##### Secret Characters

To gain additional characters at the fighter select screen, you must perform the following tasks with the "Player Change at Continue" option set to "No" at the Options menu:

- To access Darth Vader, play as Luke Skywalker and beat the game in "Arcade" mode at the "Standard" difficulty setting or higher.
- To access a Stormtrooper, play as Han Solo and beat the game in "Arcade" mode at the "Standard" difficulty setting or higher.
- To access Princess Leia in her "Jabba's Slave" costume, play as Princess Leia and beat the game in "Arcade" mode at the "Jedi" difficulty setting.
- To access Jodo Kast, play the game in "Survival" mode and defeat seven or more characters.

- To access Mara Jade, set the game's difficulty to "Jedi" and hold L1 + L2 + R1 while entering "Team" mode (you should see a message that says "Battle for Mara Jade") and defeat all of your opponents in this mode.

##### Arena Select

Play as Chewbacca and beat the game in "Arcade" mode at the "Standard" difficulty setting or higher. Once you've done this, you'll

see a menu that allows you to choose which stage you'd like to fight in whenever you play in "Practice" and "Arcade" modes.

#### STAR WARS: REBEL ASSAULT II

##### Stage Passwords

Choose "Enter Passcode" at the Options menu and input one of the following passcodes to gain access to all of the game's stages, including the ending sequence:

Easy Difficulty Level—X O X O X △  
Medium Difficulty Level—X X △ O X △  
Hard Difficulty Level—△ □ □ □ X △

#### STARBLADE ALPHA

##### Rapid Fire

At the main title Screen, press Up, Up, Down, Down, O, △, □ while the title letters are flying together. If done correctly, you will hear a muffled explosion sound. Begin your game and press the X button to access the rapid-fire laser.

#### STEEL REIGN

##### Invincibility

At the main menu, press L2, L1, R2, O, □, O, O, L1, L2, L1. You'll hear a signal to confirm; now you're invincible.

##### Access All Tanks

At the main menu, press L1, L2, L1, O, □, O, O, L2, L1, R2. This code unlocks all of the remaining tanks in the game, including the Anaconda, which has unlimited weapons.

##### Secret Level

At the main menu, press L1, L2, L1, L2, R2, R1, □, O, □, □. You'll hear a chime, then you'll be taken immediately to a secret level called "Martian Surface."

#### STREET FIGHTER ALPHA

##### Secret Characters

To play as a hidden character, highlight the "?" box on your side of the screen at the character-select menu and enter the appropriate codes shown below. All buttons shown refer to the default control configurations. Important note: Each of the following codes must be entered very quickly. If you can't get a code to work, it's because you didn't do it fast enough, so try again. Once the codes are in place, you can easily select the hidden characters by highlighting the "?" box and pressing Down.

M. Bison (Player 1)—Hold the L2 button and press Left, Left, Down, Down, Left, Down, Down, then □ + △ simultaneously.

M. Bison (Player 1)—Hold the L2 button and press Right, Right, Down, Down, Right, Down, Down, then □ + △ simultaneously.

To choose the alternate-color Bison, end the code by pressing X + O simultaneously instead of □ + △.

Akuma (Player 1)—Hold the L2 button and press Left, Left, Left, Down, Down, Down, then □ + △ simultaneously.

Player 2—Hold the L2 button and press Right, Right, Right, Down, Down, Down, then □ + △ simultaneously.

To choose the alternate-color Akuma, end the code by pressing X + O simultaneously instead of □ + △.

Dan (both players)—Hold the L2 and R2 buttons and press △, □, X, O, △.

To choose the alternate-color Dan, hold L2 and R2 and press △, O, X, □, △.

#### STREET FIGHTER ALPHA 2

##### Play as "Classic" Chun-Li

At the character-select screen with the "short-cut" turned off, highlight Chun-Li, hold the SELECT button for at least three seconds, then

press any button to choose her before releasing SELECT. You'll see her costume change to the way she looked in *Street Fighter II Champion Edition*; now her fireball is a "charged" move.

##### Play as "Shin" (True) Akuma

At the character-select screen with the "short-cut" turned off, highlight Akuma, hold the SELECT button for one second, release it, then move the cursor to the following characters in order, stopping for about a second on each one: Adon, Chun-Li, Guy, Rolento, Sakura, Rose, Birdie, Akuma, Bison, Dan, Akuma. Now press and hold SELECT for one second, then press an action button to choose Akuma before releasing SELECT. The D-pad directions for the above pattern is as follows: Start at Akuma, then Down, Right, Right, Down, Left, Down, Left, Down, Right, Right, Right.

##### Fight Against "Shin" (True) Akuma

At the character-select screen by choosing your character with a Punch button (or a Kick button if you're on the Player 2 side.) Play through seven matches without losing a round or using a continue, and get more than three "Perfect" victories. If you do this, "Shin" Akuma will appear before the eighth match as the final boss. If you lose to him, he will consider you to be inferior and he will not re-appear.

##### Mid-Level Bosses

Play through five battles in Arcade Mode without losing a round and win more than five rounds with Super Combo or Custom Combo finishes. After your fifth win, a new mid-level boss character will appear and there will be a short dialogue on the screen between the two fighters.

##### Choose a Victory Pose

After you defeat your opponent—but before the "K.O." symbol appears—hold the SELECT button and one of the Punch or Kick buttons to choose from up to six different winning poses. Not all characters have six poses, however.

#### STREET FIGHTER COLLECTION

##### Super Street Fighter II Turbo: Play as Akuma

At the character-select screen, highlight Ryu for four seconds, then T. Hawk for four seconds, then Guile for four seconds, then Cammy for four seconds, then Guile again for four seconds, then highlight Ryu or Ken for four seconds, then hold down all three PUNCH buttons and the START button. If your timing is right, you'll see a mysterious silhouette on the match-up screen. You're playing as Akuma.

##### Super Street Fighter II Turbo: Play Against Akuma

Play a one-player game in Arcade Mode at any difficulty level without losing a single match; you must also try to defeat each opponent as quickly as possible. If your total playing time is low enough by the time you reach the final battle against M. Bison, you'll see Akuma jump into the screen and defeat Bison for you; now you must fight Akuma instead.

##### Super Street Fighter II Turbo: Remove Super Meter

At the character-select screen, choose your fighter with the □ (Jab) button, then release □ and quickly enter one of the following codes before the airplane flies across the map: For Ryu, Ken, Blanka, Zangief, Cammy, Fei Long, Balrog or M. Bison—Press Left and Right repeatedly on the D-pad while repeatedly tapping □.

For E. Honda, Chun-Li, Guile, Dhalsim, T. Hawk, Dee Jay, Vega or Sagat—Press Up and Down repeatedly on the D-pad while repeatedly tapping □.

If you've done this correctly, your character's color will change and you'll hear a shout to confirm. When the fight begins, you'll be playing without your Super meter.

##### Street Fighter Alpha 2 Gold: Play as Cammy

To access Cammy in Street Fighter Alpha 2 Gold, you must play as M. Bison in Arcade mode and beat the game with a score that's high enough to take the #1 position on the High Score list. Once you've done this, enter your initials as "C A M"; now you can play as Cammy—in "Versus" mode only—by highlighting M. Bison at the character-select screen and pressing the START button twice.

##### Street Fighter Alpha 2 Gold: Alternate Characters

• To play as special versions of certain characters with no "Super" meters, simply press START while the character is highlighted at the character-select screen. This works for Ryu, Chun-Li, Ken, Dhalsim, Zangief, Sagat and M. Bison.

• If you press START twice while Ryu or Chun-Li are highlighted, you can play as "Evil" Ryu or the *Street Fighter II Champion Edition* version of Chun-Li, respectively.

• To play as "Extra" Sakura (with six different costume color schemes) or "Shin" (True) Akuma, highlight Sakura or Akuma at the character-select screen and press START five times.

#### STREET FIGHTER EX PLUS

##### Hidden Characters

At the Mode Select Screen, highlight "Practice" and press SELECT, Up, Right, Down, Right, SELECT. You will hear a sound and see "HERE COMES A NEW CHALLENGER" at the bottom of the screen. You can now select four new characters in any mode of the game: Evil Ryu, Evil Hokuto, Cycloid Gamma and Cycloid Beta.

##### Hidden Bonus Game

Again, in the Mode Select Screen, highlight "Practice" and press SELECT, Up, Up, Right, Up, Right, Up, SELECT. You will hear a sound and see "HERE COMES A NEW GAME MODE" at the bottom of the screen. Enter the Practice Mode and you will see a new option called "Bonus Game". You can now play a 3-D version of the barrel-breaking bonus stage from the original *Street Fighter II*.

#### STREET FIGHTER: THE MOVIE

##### Play as Akuma

This cheat works in all modes except the "Movie Battle". To do it, you must press Up, R1, Down, L2, Right, L1, Left, R2 as fast as humanly possible at the character-select screen. If it doesn't work, it's because you didn't do it fast enough, so try again. If you've done the code correctly, you'll see a faint, scary image of Akuma in the TV monitor where your fighter's face is displayed. Now the devil fighter is at your command.

#### SUPER PUZZLE FIGHTER II TURBO

##### Play Against Devilot

To play against Devilot in a one-player game, you must accomplish five different things:

1. Defeat an opponent within one minute in one round.
2. Have at least one Super Combo.
3. Have a "Max. Chain" of 4 or more.
4. Have a "Max. Power Gem" of 20 or more.
5. Reach Stage 7 without using any continues.

##### Play Against Dan

To play against Dan in a one-player game, you must accomplish five different things:

1. Never defeat an opponent within one minute in one round.

Unagamer: No.

T&T: Do you like Resident Evil?

Unagamer: If it wasn't on a new system.

T&T: What about Ridge Racer? Do you like Ridge Racer?

Unagamer: What is a "ridge racer"...one who delivers dairy products?

T&T: What do you think of Zelda: Ocarina of Time?

Unagamer: "Ohhh, look at the cool lighting." That's about all you can say about that game.

T&T: Obviously, you're extremely dissatisfied with the current state of

gaming. Two months ago in Japan, Sega launched its Dreamcast system; a platform which is supposedly capable of 128-bit performance. Is there any chance that—

Unagamer: They will pay. Like the others, they will pay for their insolence. I hear that there was a "chip shortage". Oh, heavens...whatever will they do? I am so sad now.

T&T: You don't sound terribly convincing. In fact, you sound downright sarcastic. Would you like to take this opportunity to address any of the charges leveled against you? You know; there are people in the indus-

try who allege that you were the one responsible for sabotaging the production line of Power VR chips—the ones being integrated into Sega's Dreamcast hardware?

Unagamer: I have nothing to hide. To my critics, I say this: Time will always be time. And there will come a time when many frequencies will fill the airways and we will all die. Did you ever see the movie *Maximum Overdrive*, where all of the machines and ATMs on the Earth fought back against humans, while AC/DC played music in the background as a method of transcendental hypnosis? You see,



AC/DC





2. Never perform a Super Combo.
3. Have a "Max. Chain" of 3 or less.
4. Have a "Max. Power Gem" of 18 or less.
5. Use at least one continue before reaching Stage 7.

## Secret Characters

Each of the following codes works at the character-select screen in all modes except Street puzzle mode.

**Akuma (Player 1)**—Highlight Morrigan, hold SELECT, press Down, Down, Down, Left, Left, Left, ○

**Akuma (Player 2)**—Highlight Felicia, hold SELECT, press Down, Down, Down, Right, Right, Right, ○

**Dan (Player 1)**—Highlight Morrigan, hold SELECT, press Left, Left, Left, Down, Down, Down, ○

**Dan (Player 2)**—Highlight Felicia, hold SELECT, press Right, Right, Right, Down, Down, Down, ○

**Devilot (Player 1)**—Highlight Morrigan, hold SELECT, press Left, Left, Left, Down, Down, Down, ○ (same as Dan code, but you must press ○ at the exact moment when the timer is at the 10-second mark)

**Devilot (Player 2)**—Highlight Felicia, hold SELECT, press Right, Right, Right, Down, Down, Down, ○ (same as Dan code, but you must press ○ at the exact moment when the timer is at the 10-second mark)

**Hsien-Ko's Sister (Player 1)**—Highlight Morrigan, hold SELECT, press Right, ○

**Hsien-Ko's Sister (Player 2)**—Highlight Felicia, hold SELECT, press Left, Left, ○

**Anita (Player 1)**—Highlight Morrigan, hold SELECT, press Right, Right, ○

**Anita (Player 2)**—Highlight Felicia, hold SELECT, press Left, Left, ○

**Stage Select**

In Vs. Mode, choose your character, then hold L2 + R2 + SELECT and choose your handicap. Then, while you're still holding the buttons down, press one of the following buttons to choose your favorite stage:

Donovan's stage—Press ○

Hsien-Ko's stage—Press X

Sakura's stage—Press △

Felicia's stage—Press □

Akuma's stage—Press L1

Devilot's stage—Press R1

Morrigan's stage—Press Up

Chun-Li's stage—Press Down

Ryu's stage—Press Left

Ken's stage—Press Right

Dan's stage—Don't press any button

## TEKKEN

### Galaga Secrets

To continue playing the Galaga loading game as many times as you wish, just press the SELECT button whenever the screen displays your "Number of Hits". If you score a perfect 40 ships in the first round, the game will automatically continue to the next wave; there are eight waves in all. If you don't like using the D-pad to move your ship, you can use the L and R buttons on top of the controller. Holding the △ button gives you rapid-fire.

### Double Ships

There are two ways to get twin ships in the mini-Galaga game.

**Method 1:** If you destroy a perfect 40 ships in the first wave with a total time of 18.5 seconds or less, you'll get the double ships for the second wave through the rest of the game.

**Method 2:** When you first load the game, wait for the PlayStation logo to appear, then hold Up, L1, and X on Controller 2 until the Galaga game starts. Now you can use the twin

ships on the first wave.

### Secret Character: Devil Kazuya

To play as Devil Kazuya, you must score a perfect "40" on all eight waves of the Galaga game without using more than one continue and without using Method 2 (described above) to get the twin ships. After you've done this, start the game in Arcade mode, highlight Kazuya and press the START button to choose his evil alter-ego.

## TEKKEN 2

### Hidden Characters

When you beat the game in one-player mode with a particular character, the "boss" character you defeated will become available as a playable character in all game modes. When you play in one-player mode as one of the "boss" characters, you'll face Kazuya; beat him and he, too will become a playable character. Beat the game as Kazuya and you will face Devil; defeat him to add Devil and Angel to your ranks. Finally, when playing in one-player mode, you must win Stage 3 with very little energy left; you'll hear the announcer say, "Great!" if you've met this requirement, and your next opponent will be Roger or Alex. Defeat him and you'll have all of the game's characters at your command. To play as Alex, highlight Roger and press either Kick button; to choose Angel, highlight Devil and press either Kick button. Note: You must have earned all of these characters to perform any of the following tricks:

### • Kazuya's Purple Suit

Highlight Kazuya and press START to see his slick purple suit. This works in every game mode except Team Battle and can only be used by one player in a two-player game.

### • Super-Deformed Characters

Hold the SELECT button before the "Vs." screen appears; your character will be inflated to super-deformed size. If you do this trick after you've already done it in the previous battle, you'll be even bigger.

### • Punch-Out!! Mode

Hold the L1 and L2 buttons when choosing a character in any one-player mode. You'll be playing in a semi-first-person perspective with your character drawn in green wire-frame, just like Nintendo's classic Punch-Out!! arcade game. There's a small gauge near the upper left corner of the screen that helps you to judge your distance from your opponent.

### • Super Juggle Mode

Hold SELECT and Up on the D-pad before the "Vs." screen appears; when the round starts, you'll hear an explosion sound. Now whenever you use an attack that makes your opponent go up in the air, they will go much higher, which makes juggling more interesting.

## TEMPEST X3

### Power-Up Swarm

At the start of a stage in "Tempest X3" mode, shoot the first creature and fire your superzapper before the power-up reaches the top of the playfield; do not collect this first power-up. Now play normally and you will receive power-up items from nearly every enemy you shoot.

### Cheat Codes

At any time during the game—at the title screen, menus or during the game—hold L1, R1, △, ○, START, SELECT and Up/Left on the D-pad. You'll hear a loud grinding noise to indicate that the master cheat code is in place. Once you've done this, you can do any of the following tricks during the game:

### • Level Skip—Hold R1 and tap L1, then fire

your superzapper. The screen will be cleared and you will advance to the next stage immediately.

• **Trippy Mode**—Hold L2 + R1 + △ + X and press Up. The graphics will leave freaky trails of light on the screen; perfect for those mind-altering experiments at your next party.

• **MOD Music**—Hold L2 + R1 + △ + X and press Right. The music will change to the .MOD music when you start the next stage.

• **Remix Music**—Hold L2 + R1 + △ + X and press Left. The music will change to the remix music when you start the next stage.

• **A.I. Droid**—Hold L2 + R1 + △ + X and press Down. You'll hear the A.I. droid say "Attack!". Now if you can make it to through the current stage without losing a life or using the Level Skip cheat, the first power-up that appears in the next stage will give you the A.I. Droid.

### High Score Trick

At the three-character High Score entry screen, enter your initials as "GAY". The blue shape in the background of the High Score screen will be changed to a spinning pink triangle.

### Hidden Game Modes

Play until you earn the top spot on the High Score table; you must earn over 500,000 points to get there. Once you do this, the game will ask you to enter a five-character name in addition to the usual three-letter initials. Enter your name as "H.V.S."; those are spaces in the second and fourth positions. Save the game to your memory card. Now you'll find two new game modes at the main menu: "Tempest Plus" and "Tempest 2000".

## TEN PIN ALLEY

### Taunt Your Opponent

When your opponent is bowling, wait until the bowling meters appear, then hold L1 + L2 + R1 + R2 on your controller and press △, □, ○ or X; each button corresponds to a different taunt.

## TEKKEN: STEALTH ASSASSINS

### Restore Health

Press START during the game to pause, then press Left, Left, Down, Down, □, □, △, □ to refill your energy.

### Increase Item Capacity to 99

At the item select screen, hold L1 and press Left, Left, Down, Down, □, □, △, □.

### Unlock All Secret Ninja Tools

At the item select screen, hold R1 and press Left, Left, Down, Down, □, □, △, ○.

### Increase Item Inventory

At the item select screen, hold L2 and press Left, Left, Down, Down, □, □, △, X.

### Ayame's Sexy Armor

At the item select screen, press Left, Left, Down, Down, □, □, △, ○.

### Enable Japanese Voice-Over

At the "Select Stage" screen, hold L1 and press Left, Left, Down, Down, □, □, △, ○.

At the "Select Stage" screen, hold R1 and press Left, Left, Down, Down, □, □, △, X.

### Debug Mode

At any time during the game, press START to pause, then hold L1 + R2 and press Up, △, Down, X, Left, ○, Right, ○. Next, release L1 + R2 and press L1, R1, L2, R2, then press START to unpaue. Now you can call up a programmer's debug menu at any time during the game by pressing L2 + R2. The debug menu allows you to do all kinds of incredible things, including refilling your items, warping to any point in any stage, placing enemies or objects wherever you want them and much more.

## TEST DRIVE 4

### Secret Codes

To enter the following codes, you must first play the game until you earn a spot on the "Hi-scores" screen. (Be sure the "Checkpoints" setting is turned "on" at the "Game Options" menu. When the "Enter Your Name" screen appears, enter one of the following codes as your name to get the corresponding cheat in your next game:

- Enter your name as "knacked" to access reverse tracks
- Enter your name as "whoosh" to get a Nitro boost from honking your horn (R2 in the default control configuration)
- Enter your name as "mjcm.rc" for tiny cars
- Enter "sausage" to gain access to several bonus cars

## TEST DRIVE OFF-ROAD

### Bonus Cars

Enter the following codes as your name in the Player Setup screen. You will hear the name of the vehicle when done correctly.

Monster Truck—BEEFY

Hot Rod—FIFTY

4x4 Buggy—SPRINTER

Stock Car—LOWRIDER

### Bonus Tracks

Enter the following codes as your name in the Player Setup screen.

Dirt Dash—FRIENDLY

Pharaoh's Curse—SANDDUNE

Sand Trap—CRAZY

Under Construction—ELITE

Snowball Express—SNOWMAN

Pipeline Way—ALLTRACK

## TETRIS PLUS

### Stage Select

Choose Puzzle Mode and select the "Password" option. As soon as the password screen appears, press Down, Down, Right, Up, Up, Right, Up, Up, Right, then repeat that same sequence of buttons again. Now press the X button; when the game starts, a stage-select menu will appear.

## THEME HOSPITAL

### Level Passcodes

Level 2—X ○ □ △ □ ○ □ X

Level 3—○ ○ □ △ □ X ○ □

Level 4—□ ○ □ □ X △ □ ○

Level 5—○ ○ □ □ X △ □ ○

Level 6—□ ○ □ □ X △ □ ○

Level 7—□ △ □ □ X △ □ ○

Level 8—X △ □ □ X △ □ ○

Level 9—△ □ □ X △ □ □ ○

Level 10—○ □ X △ □ □ □ ○

Level 11—△ ○ □ □ △ □ □ X

Level 12—○ □ X X □ □ □ △

## THEME PARK

### Cheat Code

Enter your nickname as "BOVINE" and start a new park. When the game starts, press □ + X + ○ simultaneously to increase your bank balance at any time. This code also gives you instant access to all of the rides and shops in the game.

## TIME COMMANDO

### Refill Energy

At any time during the game, press START to pause, highlight "Sound FX" at the pause menu and press X, △, ○, X, △, ○, □, □, X. Now return to the game and you'll find that your energy meter has been refilled.

### Extra Lives

At any time during the game, press START to pause, highlight "Sound FX" at the pause



## INTERVIEW WITH THE UNAGAMER continued

that is the price humanity must pay for creating the machines...that is what I expect to see.

**T&T:** [long pause] Moving on, do you take advantage of the Internet?

**Unagamer:** The Internet is merely a fad. I do not partake in fads, particularly those in which you can't tell whether someone is "M" or "F".

**T&T:** I don't get it.

**Unagamer:** The rooms...the chat

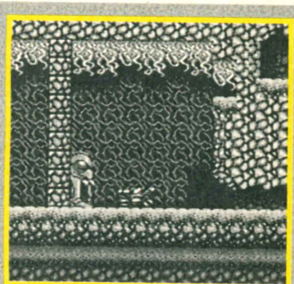
rooms. "M or F?" "M or F?" What is this? The smiley faces made with keyboards...that is usually the source of much of my anger and frustration.

**T&T:** Okay. Let's go back to video games for a bit. The current trend is 3-D games. What do you think of... [pause] I see you shaking your head. Why is that?

**Unagamer:** After playing 2-D games for nearly 15 years, I see no reason to embrace this "3-D technology." What is 3-D? To some, perchance happiness. To others, contentment. To me, however, it is merely an assortment of nonsensical goo-bah.

**T&T:** Um...alright. So do you think that game advancement should have come to a halt with the Nintendo Entertainment System?

**Unagamer:** Actually, no. 16-bit systems are quite representative of the 2-D format. Games such as Ghouls 'N Ghosts, Super Metroid, Super Mario World, Contra III: The Alien Wars and Revenge of Shinobi...these are all games which capture the essence of entertainment that is pure in this world. Three-dimensional technology is a waste of time—time which can be better utilized making a sequel to Blaster Master.



Scene from Blaster Master





menu and press  $\Delta$ ,  $\square$ ,  $\circ$ ,  $\times$ ,  $\Delta$ ,  $\circ$ ,  $\square$ ,  $\times$ ,  $\Delta$ ,  $\Delta$ . Now return to the game and you'll have three extra lives.

#### Secret Stage

Choose "Code" from the main menu and enter the password "COMMANDO"; you'll warp to a secret boxing-ring stage where you battle a clone of yourself and more.

#### TIME CRISIS

##### Secret Cheat Menu

At the title screen, shoot the black area in the upper portion of the letter "R" in the *Time Crisis* logo two times, then shoot the center of the target next to the letter "E" two times. A secret menu will appear that allows you to start with up to nine lives, gain infinite continues ("Coin-Free") and never have to reload ("Shot-Free").

#### TNN MOTOR SPORTS HARDCORE 4X4

##### Secret Trick

At the setup menu, choose "Select Race Type" and select "Time Trial". Now choose "Start Race" and enter the "Edit Names" option. Enter your name as MAINLINE, then return to the setup menu and select "Choose Truck". You'll find a powerful new vehicle called "Mother". This code also unlocks the "Pro" and "Extreme" difficulty levels.

##### Raining Frogs

At the setup menu, choose "Select Race Type" and select "Time Trial". Now choose "Start Race" and enter the "Edit Names" option. Enter your name as RAINFROG, then return to the setup menu and set the weather conditions to "Severe". Start the race and you'll see frogs falling from the sky instead of rain.

##### Hidden Game

At the setup menu, choose "Select Race Type" and select "Time Trial". Now choose "Start Race" and enter the "Edit Names" option. Enter your name as DUTCHMAN, then return to the main menu. Choose "Options", then select "Credits" to play a hidden game called *Roids*. It's a funny version of *Asteroids* in which all of the asteroids have been replaced by the heads of the game's creators.

#### TOCA CHAMPIONSHIP RACING

##### Secret Codes

Enter any of the following code names at the "Enter Name" screen to unlock different features; you'll hear a voice say, "Cheat mode enabled!" each time you enter a code. Note: Some of the codes may conflict with other codes; for example, the "starry sky" code seems to override the "cartoon background" code, among others. If you want to clear a code, just turn the PlayStation off and start over.

- Enter "JHAMMO" to unlock all tracks, including the bonus track
- Enter "PATSCREEM" to access "TOCA Showdown" mode from the Race Menu
- Enter "CMNOHITS" to disable the game's collision detection (cars can drive right through one another)
- Enter "CMSTARS" for a starry sky background
- Enter "CMTOWN" for a cartoon background
- Enter "CMDISCO" to get multicolored fog when the weather is set to "Foggy"
- Enter "CMRAINUP" to make the rain fall up when the weather is set to "Rain"
- Enter "CMCOPTER" for a new helicopter camera angle (but not the kind you'd expect)
- Enter "CMGARGE" to unlock the secret vehicle, a tank (press the  $\circ$  button to fire its guns)

- Enter "CMMICRO" to play in "Micro Machines mode" with an overhead view
- Enter "XBOOSTME" to greatly increase the game's speed
- Enter "CMCHUN" to remove the dashboard and windshield from the in-car camera angle

#### TOKYO HIGHWAY BATTLE

##### 9,999,999 Points

When the Jaleco logo starts to appear during the game's loading sequence, press and hold  $L1 + L2 + R1 + Down + START$  on Controller 2. After the Jaleco logo disappears and the full-motion video scene starts, press **START** on Controller 1, or simply wait until the title screen appears; in either case, you must not release the buttons on Controller 2 until the title screen starts to appear. Now start a game in Scenario mode; when you enter the Speed Shop, you'll have 9,999,999 points to spend on any car modifications you want.

##### Scenario Mode Tricks

Once you've beaten the game at least once in Scenario Mode, you'll be able to access these extra features:

- Car Color Change—At the car select screen, press **R2** on Controller 1 to change the car's color or add racing stripes.
- Race the Drift King—Enter the "Vs. CPU" mode and you'll be able to race against the Drift King
- Change Speedometer—During a race, press **L1** on Controller 2 to change the speedometer to white.
- Best Time/Lap Indicators—During a race, hold **Up** and press **SELECT** to see the best lap or best time records.

#### TOMB RAIDER

##### Stage Skip

During the game, press **SELECT** to access the inventory screen, then press **L2, R2, L1,  $\circ$ ,  $\Delta$ , L1, R2, L2**. You'll hear a moan to confirm the code. Now exit the inventory screen and you'll immediately warp to the end of the current stage.

##### Access All Weapons

During the game, press **SELECT** to access the inventory screen, then press **L1,  $\Delta$ , R2, L2, R2,  $\circ$ , L1**. You'll hear a moan to confirm the code. Now exit the inventory screen and return to it to find that you have been equipped with all of the game's weapons. Note: The above codes only work while you're using Control Method 1. If you're using Control Method 2 or 3, just press **Down** at the inventory screen and select the "Controls" option. Switch to Control Method 1 and you'll be able to enter the codes as described above; once you've entered the code, you can switch back to your preferred control method and continue the game.

#### TOMB RAIDER 2

##### Exploding Lara

Using the **R1** button, walk forward, then backwards. Turn completely around three times, then jump backwards. Lara will explode!

##### All Weapons & Items

Using the **R2** button, step left, step right, then left. Switch to the **R1** button and walk backwards, then forwards. Turn completely around three times, then do a backwards jump and hit the **Roll** button ( $\circ$ ) in the default control configuration) to face the opposite direction in mid-air. If you did it right, you will hear a rifle load. You'll get all weapons fully loaded up to 999 shots, 99 big and small HealthPaks and 99 flares.

##### Level Skip

Using the **R2** button, step left, step right, then left. Switch to the **R1** button and walk backwards, then forwards. Turn completely around three times, then do a forward jump and press the **Roll** button ( $\circ$ ) in the default control configuration) to face the opposite direction in mid-air. Lara will freeze in mid-air and you'll warp to the end of the current level.

#### TOTAL ECLIPSE TURBO

##### Full Power-Up

During any stage, press the **START** button to pause, then select "Options" to return to the main menu. Highlight the "Play Game" option and be sure the window displays the words, "Press X to select options and resume." Now you must enter the following code very quickly:  $\Delta$ ,  $\square$ ,  $\circ$ ,  $\times$ ,  $\Delta$ ,  $\square$ ,  $L1$ ,  $L1+R1$ , **SELECT**, **SELECT**. (Note: The plus sign means that the **L1** and **R1** buttons must be pressed at the same time.) You'll hear a sound to confirm the code and a scary skull will appear in the window. Next, press  $\Delta$ ,  $\square$ ,  $L1$ ,  $L1$ ,  $\square$ ,  $\Delta$  very quickly; you'll immediately return to the game with ten ships, ten plasma bombs and ten continues.

##### Stage Select

At the main menu, highlight the "PASSWORD" option and enter the following code: Hold **SELECT**, press  $\Delta$ ,  $L1$ ,  $\square$ , release **SELECT**, press  $\Delta$ ,  $L1$ ,  $\square$ ,  $L1$ . You'll see the Crystal Dynamics logo appear in the window along with a stage-select menu; choose your starting stage by pressing **Left** or **Right** on the D-pad and you're ready to warp.

#### TREASURES OF THE DEEP

##### Complete Code Collection

Each of the following codes must be entered while the game is paused; just press **START** to freeze the action at any time and you're good to go. Note that most of these codes can be deactivated; just enter the same code a second time to switch it off.

- Refill air & health—Down, X, Left,  $\square$ , Up, Up,  $\Delta$ ,  $\Delta$ , Right, Right,  $\circ$ ,  $\circ$ , Up, Down, Left, Right, X, X
- Infinite air—Down, X, Left,  $\square$ , Up, Up,  $\Delta$ ,  $\Delta$ , Right, Right,  $\circ$ ,  $\circ$ ,  $\Delta$ ,  $\Delta$ , X, X, Up, Right, Down, Left
- Infinite health—Down, X, Left,  $\square$ , Up, Up,  $\Delta$ ,  $\Delta$ , Right, Right,  $\circ$ ,  $\circ$ ,  $\Delta$ ,  $\Delta$ , X, X
- Max continues—Down, X, Left,  $\square$ , Up, Up,  $\Delta$ ,  $\Delta$ , Right, Right,  $\circ$ ,  $\circ$ , R2, R2, L2, L2, L2
- Turbo speed—Down, X, Left,  $\square$ , Up, Up,  $\Delta$ ,  $\Delta$ , Right, Right,  $\circ$ ,  $\circ$ , R1, R2, R1, R2, R1, R2
- All equipment—Down, X, Left,  $\square$ , Up, Up,  $\Delta$ ,  $\Delta$ , Right, Right,  $\circ$ ,  $\circ$ , L1, L1, L1, L1, R1, R1, R1, L2, L2, L2, R2, R2, R2
- All weapons—Down, X, Left,  $\square$ , Up, Up,  $\Delta$ ,  $\Delta$ , Right, Right,  $\circ$ ,  $\circ$ , R1, R1, R1, L1, L1, L1, L1, R2, R2, R2, L2, L2, L2
- Reveal entire map—Down, X, Left,  $\square$ , Up, Up,  $\Delta$ ,  $\Delta$ , Right, Right,  $\circ$ ,  $\circ$ , X, X, X, X
- No fines for killing endangered species—Down, X, Left,  $\square$ , Up, Up,  $\Delta$ ,  $\Delta$ , Right, Right,  $\circ$ ,  $\circ$ , R2, R1, L2, L1
- Open all doors—Down, X, Left,  $\square$ , Up, Up,  $\Delta$ ,  $\Delta$ , Right, Right,  $\circ$ ,  $\circ$ , X, X,  $\square$
- Disable currents—Down, X, Left,  $\square$ , Up, Up,  $\Delta$ ,  $\Delta$ , Right, Right,  $\circ$ ,  $\circ$ , R1, L1, L2, R2, X
- Extra \$2,000,000 gold—Down, X, Left,  $\square$ , Up, Up,  $\Delta$ ,  $\Delta$ , Right, Right,  $\circ$ ,  $\circ$ , R1, R2, L1, L2, R1, R2, L2, L2
- Unlimited payload—Down, X, Left,  $\square$ , Up, Up,  $\Delta$ ,  $\Delta$ , Right, Right,  $\circ$ ,  $\circ$ ,  $\Delta$ , Up, X, Down
- Get Atlantis tablet piece for current stage—Down, X, Left,  $\square$ , Up, Up,  $\Delta$ ,  $\Delta$ , Right, Right,  $\circ$ ,  $\circ$ , L1, L2, L1, L2,  $\square$ ,  $\square$

- Complete current mission—Down, X, Left,  $\square$ , Up, Up,  $\Delta$ ,  $\Delta$ , Right, Right,  $\circ$ ,  $\circ$ ,  $\Delta$ ,  $\Delta$ , Down, Down, Down
- Access all missions—Down, X, Left,  $\square$ , Up, Up,  $\Delta$ ,  $\Delta$ , Right, Right,  $\circ$ ,  $\circ$ , Down, Right, Up, Left, X
- All missions complete—Down, X, Left,  $\square$ , Up, Up,  $\Delta$ ,  $\Delta$ , Right, Right,  $\circ$ ,  $\circ$ ,  $\square$ , X, X, X,  $\square$ ,  $\Delta$ ,  $\Delta$ ,  $\square$ , X, X
- Overhead Camera Angle—Down, X, Left,  $\square$ , Up, Up,  $\Delta$ ,  $\Delta$ , Right, Right,  $\circ$ ,  $\circ$ ,  $\Delta$ ,  $\square$ , X,  $\square$
- Super Spear Gun—Down, X, Left,  $\square$ , Up, Up,  $\Delta$ ,  $\Delta$ , Right, Right,  $\circ$ ,  $\circ$ , X, Up,  $\Delta$ , Down
- Pass Through Objects—Down, X, Left,  $\square$ , Up, Up,  $\Delta$ ,  $\Delta$ , Right, Right,  $\circ$ ,  $\circ$ ,  $\square$ ,  $\square$ ,  $\square$ ,  $\square$
- Extra time in Shark Attack bonus stage—Down, X, Left,  $\square$ , Up, Up,  $\Delta$ ,  $\Delta$ , Right, Right,  $\circ$ ,  $\circ$ , L2, L2, L2, R1, R1, R1, R2, L1

#### TRIPLE PLAY '97

##### Secret Stadium

Choose the "Pick Stadium" option at the Pre-Game set-up menu, then—when the list of stadiums appears—press **L1, R1, L1, R1, START**. Now you can choose to play in the EA Sports "Mystery Stadium".

#### TRIPLE PLAY '98

##### Commentary/Crowd Codes

Enter any of the following codes during actual gameplay to control the announcers and the crowd:

- Game Commentary—Hold **L1 + L2 + R1 + R2** and press  $\square$ ,  $\circ$ ,  $\square$
- Weather Commentary—Hold **L1 + L2 + R1 + R2** and press  $\circ$ , X,  $\circ$
- Commercials—Hold **L1 + L2 + R1 + R2** and press  $\Delta$ ,  $\Delta$
- Cheering Crowd—Hold **L1 + L2 + R1 + R2** and press **Down**, X, **Down**, X,  $\Delta$
- Booing Crowd—Hold **L1 + L2 + R1 + R2** and press **Down**, X, **Down**, X, X

##### Secret Team

At the team-select menu, press **L2, R2, L2, R2**. Now cycle through the available teams until you find the EA Sports "Dream Team."

##### Secret Stadiums

Choose the "Stadium Select" option after picking your teams, then—when the list of stadiums appears—press **L1, R1, L1, R1**. Now press **Right** until you see three "Mystery" stadiums: "The Cornfield," "Ebbetts Field" and "Polo Grounds."

#### TRIPLE PLAY 99

##### Secret Stadiums

At the "Controllers" screen, press  $\square$  and access the "Stadium Select" option. When the list of stadiums appears, press **L2, L1, R1, R2, L1, R1, R2**; you'll hear a voice say, "Triple Play 99." Now scroll to the right and you'll find three "secret" stadiums: Ancient Rome, Neo-Vancouver and Anytown, USA.

#### TWISTED METAL

##### Cheat Passwords

To enter any of the following passwords, select "One Player Contest" at the title screen, then choose "Options" after you pick a car; you'll see the "Password" option at this menu. To enter a blank space in a password, just press **Right** on the D-pad. To enter multiple passwords, just enter one, then return to the password screen and input the other. The "Helicopter Camera Angle" can only be used in the Arena and Rooftop stages; to use it, enter the password shown, then—during the game—toggle through the available camera angles by holding **START** and pressing **Up** or **Down** until you see the helicopter view.

$\circ$   $\Delta$   $\square$   $\circ$ —Warehouse District Warfare

**T&T:** Those are all great classic games, but do you really expect people in 1999 to be satisfied with fifteen-year-old graphics?

**Unagamer:** I am very satisfied. Why shouldn't they be?

**T&T:** Why do you insist on special converters that allow you to use an arcade joystick panel with your home systems?

**Unagamer:** It is necessary for duplication of the arcade experience in my home at all times.

**T&T:** Do you think the government is evil?

**Unagamer:** They have been trying to

put ratings on my beloved arcade games for some time now. To them, I say this: Oftentimes, an idea seems good at its inception, but it may very well backfire on you. It also may very well be your last breath.

**T&T:** So while you reject most forms of gaming technology, you do partake in arcade activities, correct?

**Unagamer:** The arcade is where my life begins...and ends.

**T&T:** Have you ever kissed a girl?

**Unagamer:** I remember one day when I was 15...I was playing *Crystalis* when the doorbell rang. A beautiful UPS delivery girl had come calling; and with

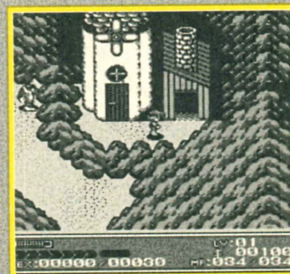
her, my new, updated, top-loading NES. After signing for the package, I anxiously invited her in for a cup of slightly-chilled iced tea. She saw the game that I was playing on the television screen and was immediately smitten.

**T&T:** By you?

**Unagamer:** But of course, by me. What else would she be—

**T&T:** Well, you said—

**Unagamer:** I said nothing of the sort. You should listen more carefully while you type on your technology-laden machine of deception. I shall now continue with my story. We watched



Scene from *Crystalis*





- X□□□—Freeway Free For All
- X△□□—River Park Rumble
- X□△△△—Assault on Cyurbia
- △X□X—Rooftop Combat—The Final Battle
- △X□□—Battle with Minion
- △□□□—Secret Level: The Fight of Your Life
- △□□□—Infinite Weapons
- △X□—Invincibility
- △X—Helicopter Camera Angle

## TWISTED METAL 2

### Cheat Codes

Each of the following codes can be entered at any time during the game (but not while paused):

- Mega Machine Guns—Hold R2, press Up, Down, Left, Right, Right, Left, Down, Up
- Invincibility—Hold L1 + R1, press Up, Down, Left, Right, Right, Left, Down, Up
- Infinite Weapons + Turbo—Hold L2 + R2, press Up, Down, Left, Right, Right, Left, Down, Up

Note: If you hold L1 + L2 + R1 + R2 and press Up, Down, Left, Right, Right, Left, Down, Up, you'll enter the "Invincibility" and "Infinite Weapons" codes at the same time and the words "God Mode" will appear. However, some of these codes can be turned off by entering the same code a second time, so—for example—if you enter the "Invincibility" code with L1 and R1 held down, then enter the "God Mode" code with all four L and R buttons, you will end up with infinite weapons and turbo but the invincibility will be turned off.

### Homing Napalms

If you have at least two napalm items in your inventory—or if you have the "Infinite Weapons" code active—highlight the napalm with L1 or R1, then hold L2 and press Up, Down, Down, Left, Left, Right, Right. This changes your napalm attacks to "homing napalms" that seek out your enemies like the homing missiles.

### Advanced Attacks

These codes can be entered at any time during the game (but not while paused) to give you a one-time weapon or power up; see the game's manual for more information.

- Napalm—Right, Left, Up
- Freeze Burst—Left, Right, Up
- Drop Mine—Right, Left, Down
- Rear Attack—Left, Right, Down
- Shield—Up, Up, Right
- High Jump—Up, Up, Left
- Invisibility—Right, Down, Left, Up
- Sell Your Soul

If you're low on health, quickly press Down, Up, Right, Left, Up, Up, Down, Down during the game (not while paused). You'll lose your special weapons, but you'll get a health boost. This only works when your Advanced Attack Energy bar is full.

### Minion Special

To fire Minion's special weapon—regardless of which vehicle you're driving—hold the machine gun button (default=R2) and quickly press Up, Down, Up, Up. This only works when your Advanced Attack Energy bar is full.

### Secret Vehicles

At the "Select Car" screen, enter any of the following codes. You'll hear a loud explosion to confirm each code, then cycle through the different vehicles to find the new ones:

- Sweet Tooth—Up, L1, △, Right
- Minion—L1, Up, Down, Left

### Secret Stages

At the "Choose Battleground" screen in two-player mode, enter one of the following

codes. You'll immediately advance to the car select menu; when the battle starts, you'll be playing in the secret stage you chose.

- "Assault on Cyurbia" stage from *Twisted Metal—Down, Up, L1, R1*
- "Rooftop Combat" stage from *Twisted Metal—Down, Left, R1, Down*
- "Suicide Swamp" stage from *Jet Moto—Up, Down, Right, R1*

## VIEWPOINT

### Invincibility

Press START to pause the game, then press □, △, Right, Left, Down, R1, L2, R2, L1.

### Stage Skip

Press START to pause the game, then press □, △, O, △, △, X, □, Up, Up, Down, Down, L1, R1, SELECT.

## VIGILANTE 8

### Cheat Passwords

Choose "Options" from the main menu, then select "Game Status," press O to call up the password menu, then enter any of the following cheat codes:

WMNNWLHTSCUCLH—Unlock all secret characters and levels

MONSTER\_WHEELS—Wheels are double size

SAME\_CHARACTER—In two-player mode, both characters can use the same vehicle

REDUCE\_GRAVITY—Less gravity

GO\_SIGHTSEEING—No enemies in Arcade mode

I\_WILL\_NOT\_DIE—Invincibility

HARDEST\_OF\_ALL—More difficult enemies

DEADLY\_MISSILE—Enemies start with secondary weapons

## VR BASEBALL '97

### Secret Stadium

Choose any game mode and access the Game Options (or "Game Setup") screen. Highlight "Credits" and press □, O, □, O, △. You'll return to the previous menu, where the name of the stadium should now be green. Start the game and you'll be playing in a field of corn.

## VR SPORTS POWERBOAT RACING

### Secret Codes

Enter one of the following names at the "Name Entry" menu to get different effects as follows:

- DEFORM—Gives the racers huge heads
- LARGE—Gives the boats huge motors
- COMPACT—Makes the boats super tiny
- LONGONE—Makes the boats longer
- SPEED—Makes your boat faster
- HELP.ME—Turbo power-ups will be scattered throughout the courses; pick them up for extra speed

## VTENNIS

### Secret Characters

At the character-select screen, highlight any character and press L2, L1, R1, R1, Down, △, △, △, △, X. You'll hear a kung-fu movie shout ("Attool!") to confirm the code. The character you highlighted will appear as your choice, but when the game begins, you'll see that you are now controlling a secret character called Mattox. He's fast, he's strong, he's skilled and he yelps like Bruce Lee each time his racket touches the ball.

To find a female secret character, access the character-select screen and highlight any player as before. This time, hold L1, R2, Up and □; then, while holding those buttons down, press X. You'll hear a little "Yelp!" to

confirm the code. When the match starts, you'll be controlling Aversa, a female character with the skills of Mattox.

## WARCRAFT II: THE DARK SAGA

### Cheat Passwords

Press START to pause the game at any time, then choose "Enter Password" from the pause menu and enter any of the following cheats. Most of the cheats can be deactivated by entering the same code again.

- NTTCLN S—Instant mission victory
- YPTFLWRM—Instant mission loss
- TSGDDYT D—Enable "god mode"
- GLTTRNG—Extra gold
- HTCHTXN S—Extra lumber
- VL DZ—Extra oil
- VRYLTTL—Extra magic Mana
- DCKMT—Upgrades
- NSCRN—Show entire map
- MKTS—Fast building
- THRCBNL—Instant scenario victory
- NVRWNRR—Game never ends

## WARHAWK

### Special Access Codes

Choose "Special Access" from the main menu and enter the passwords shown below for different effects:

- \_□□X□□—Preview the Epilogues
- \_□□□X□□—Check the Special Upgrades
- △X\_□□□X□□—Preview the Movies
- X□□□X□□△—Kali Mode (Powered-Up Weapons)
- X□□△—Thor Mode (9999 Flash Bombs)
- △□□□△X—Infinite Weapons
- \_X□X—Warhawk A-La-Mode (Infinite Weapons + Invincibility)

## WCW NITRO

### Secret Characters

At the title menu—the one that says "Start Game" and "Options"—press R1, R1, R1, L1, L1, L1, R2, R2, R2, L2, L2, L2, SELECT; you'll hear a sound to confirm the code. Now you have access to 48 secret characters.

### Secret Arenas

At the options menu, highlight the "Ring" option. Instead of pressing Left or Right on the D-pad to change the ring, press R1, R2, R1, R2, SELECT to advance through the list (or L1, L2, L1, L2, SELECT to go back through the list). When you do this, you'll be able to access several secret rings, including a spaceship, a graveyard and more.

### Change Body Size

Enter one of the following codes at the character-select screen to change the way your wrestler appears during the match. Note: To deactivate any of these codes, just enter the same code again or enter a different code.

- Big Head—R1, R1, R1, R1, R1, R1, R2, SELECT
- Big Head, Hands and Feet—R2, R2, R2, R2, R2, R2, R1, SELECT
- Swelling Head—L1, L1, L1, L1, L1, L1, L2, SELECT (you look normal at the start, but your head gets bigger each time you get hit)

## WWE OUT

### Secret Track

Enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold R1, L1, Right, START, □ and O and press X. When you advance to the "Select Racing Circuit" screen (in either the Single Race or Time Trial mode) you'll find a new track called "Firestar", a grueling 6.3 km race on Mars.

## Rapier Class

If you want to test the Rapier class without qualifying for it by beating the easier Venom class, enter the following code at the "Select Number of Players" menu: Highlight "One Player", then hold R2, L2, Left, START and SELECT and press X. When you advance to the "Select Racing Class" screen, you'll be able to choose the previously-unavailable Rapier class.

## WIPPOUT XL

### Secret Team

At the main menu, hold L1 + R1 + SELECT and press X, X, X, X, O, △, □. The Piranha team will become available at the Team menu.

### Access All Tracks

At the main menu, hold L1 + R1 + SELECT and press □, O, △, □. Now access the Class and Track menu to find that all of the tracks in each racing class have become available—including the secret Phantom class. (If you wish to activate the Phantom class without using the "Access All Tracks" cheat, just hold L1 + R1 + SELECT and press △, △, △, O, O, O.)

### Infinite Energy

During the game, press START to pause, then hold L1 + R1 + SELECT and press △, X, □, O, △, X, □, O.

### Infinite Time

During the game, press START to pause, then hold L1 + R1 + SELECT and press △, □, O, X, △, □, O, X.

### Infinite Weapons

During the game, press START to pause, then hold L1 + R1 + SELECT and press X, X, □, □, O, O, △.

### Mini-Gun

During the game, press START to pause, then hold L1 + R1 + SELECT and press □, O, X, □, O, X, △.

### Passwords

Enter the following passwords to access two new Race Type options:

- Challenge I—□□□□□△□□□□□△X
- Challenge II—□□□□□△X□X△X□O

### Funny Ships

Turn the PlayStation on and hold L1 + R2 + SELECT + START until the copyright screen appears. When the game loads, you'll find that the vehicles have been changed to a slug, a pig, a flying saucer and other weird shapes.

## WWF IN YOUR HOUSE

### Cheat Codes

At any time during the game, press the START button to pause, then enter any of the following cheat codes; the screen will flash to confirm each one:

- Invincibility—R2, L1, R2, L2, R1
- Charge Combo meter with one hit—R1, L2, R2, L2, Right
- Increase damage of each attack—Up, Up, L1, L2, Down
- Decrease damage of each attack—Down, Up, L2, Right, Left
- Turn off computer control of opponents—Left, Left, Up, Down, R2

Automatic Superpins—Down, Down, Down, Down, L1 (When the words "Pin him!" appear in the final round of a match, stand close to your opponent and press any Punch or Kick button for the Automatic Superpin.) Note: The Automatic Superpins may not work if you've entered the "Turn off computer control of opponents" code. To deactivate any of the above cheats, just enter the same code again.

## INTERVIEW WITH THE UNAGAMER continued

the television screen and the glorious graphics which adorned it. Looking at *Crystals*, she and I were one at that moment. I will always remember her for bringing me my perfect 8-bit Nintendo.

**T&T:** Do you ever see yourself getting married some day?

**Unagamer:** Marriage is an institution built on lies and would put a damper on my gaming experiences. Will that suffice?

**T&T:** Um...yeah. Any last thoughts on where we're headed, technologically speaking?

**Unagamer:** I believe that if we do not go back to our roots with arcade games and 2-D NES-quality entertainment, we are in trouble.

**T&T:** So that about does it for our exclusive inter—

**Unagamer:** I'm not quite finished, Mr. Loftus. You see, much like Todd McFarlane, I have many followers. In closing, I would like to encourage those who read my words—my "followers"—to go to their nearest FunCoLand and purchase many wonderful

2-D games of the past and reject all new game playing technology so that they may understand the truth behind all the lies.

**T&T:** [Sigh of relief] So...that should just about do it. Thanks for joining us. We'll be bringing you future updates on the Unagamer.











## AMOK

### Cheat Passwords

Choose "Options" from the title menu, then enter any of the following passwords:  
Z Z Z C Y X—A new option called "Level Select" will appear at the top of the Options menu, allowing you to choose your starting stage

X B A B Y X—Invincibility; your energy meter will go down when you get hit, but you'll still be able to play after it runs out

Y A Y A Y A—Super Rapid-Fire for your Mini-guns (never runs out)

## ASTAL

### Invincibility

Press **START** to pause the game, then quickly press **Up**, **Y**, **Left**, **A**, **Down**, **B**, **Right**, **C**. You'll hear a whistle sound to confirm the code. Now when you continue the game, you'll find that you are completely invincible.

### Stage Select

Enter the "Secret Mode" cheat described above. Once that code is in place, return to the title screen and press **Up**, **Down**, **Left**, **Right**, **L**, **R**, **A**, **Y**, **C**, **Z**, **B**, **X** on Controller 1 while the words "Game Start" and "Options" are visible. You'll hear an exclamation from Astal to confirm the code and a new option called "Stage Select" will appear. Choose this item to select your starting level.

## BATTLE ARENA TOSHINDEN REMIX

### Select Gaia, Sho and Cupido

There are two ways to play as these characters. The harder way is to beat the game on normal settings; the easy way is to go to the "Press Start" screen and enter the following code: **Up**, **Down**, **X**, **B**, **A**, **Y**, **C**, **Z**, **START**. Gaia and Sho are now accessible at the character select screen. To play as Cupido, highlight Sho and hold **Up** on the D-pad while selecting him. Note: Hidden characters will appear in all modes except Story Mode.

### Big Heads

To change the fighters in *Toshinden Remix* into super-deformed bigheads, just hold the **L** and **R** buttons at the main menu when choosing any game mode. When the fighting begins, you'll see that both characters have enormous heads.

## BATTLE ARENA TOSHINDEN URA

### ULTIMATE REVENGE ATTACK

#### Boss Code #1

At the title screen—while the words "Press Start Button" are flashing—press **A**, **B**, **Z**, **X**, **Y**, **C**; you'll hear a chime to confirm the code. Now the bosses Wolf and Repli are playable characters in the one-player and Vs. modes.

#### Easy Super Attacks

With the "Boss Code #1" in place as described above, return to the title screen (with the words "Press Start Button" flashing) and press **A**, **Z**, **C**, **X**, **B**, **Y**; you'll hear a chime to confirm the code. Now you can perform a super attack at any time by pressing **Z** + **C** simultaneously.

#### Boss Code #2

With the "Easy Super Attacks" code in place as described above, return to the title screen (with the words "Press Start Button" flashing) and press **A**, **Y**, **C**, **X**, **B**, **Z**; you'll hear a chime to confirm the code. Now the bosses Sho and Verm are playable characters in the one-player and Vs. modes.

#### Secret "Option 2" Menu

With the "Boss Code #2" in place as described above, return to the title screen (with the words "Press Start Button" flashing) and press **A**, **X**, **Y**, **Z**, **C**, **B**; you'll hear a chime to confirm the code. Now press **START** to access the main

menu, highlight "Option", hold the **R** button and press **START**. A secret "Ura Option 2" menu will appear, allowing you to turn off ring-outs, become nearly invincible, change the game's effects and much more.

### "URA" Mode

At the title screen—while the words "Press Start Button" are flashing—press **A**, **B**, **C**, **C**, **X**, **Y**, **Z**, **Z**; you'll hear a chime to confirm the code. Now press **START** to access the main menu, highlight "1P Game", hold the **R** and **Y** buttons and press **START**. Now you're playing in "URA Mode", which has crazy surprises in every battle. Look at the messages on the top of the screen during each fight to get clues about what has changed; some battles have fireballs flying around randomly, others last just three seconds...you may even find yourself controlling your opponent.

## BURNING RANGERS

### Special Passwords

Note: You can't access the game's password function until you clear Mission 4. Once you've done this, enter one of the following passwords to play as any character with the "voice navigation" system replaced by *Burning Rangers* music:

Play as Sho, Mission 1—G 2 S H O U 2 J K Y  
Play as Sho, Mission 2—3 S H O U 5 G H J K  
Play as Sho, Mission 3—G F G F 5 S H O U 5  
Play as Tillis, Mission 1—N M 3 T I L L I S 5  
Play as Tillis, Mission 2—B 5 T I L L I S 2 D  
Play as Tillis, Mission 3—5 T I L L I S 4 K L  
Play as Lead Phoenix, Mission 1—G 5 4 L E A D 2 2 U

Play as Lead Phoenix, Mission 2—J 5 L E A D 4 X G A

Play as Lead Phoenix, Mission 3—2 L E A D 6 D H U Y

Play as Big Landman, Mission 1—3 B I G 2 B P L C K

Play as Big Landman, Mission 2—V 2 S B I G 5 P G W

Play as Big Landman, Mission 3—J 6 B I G 3 O J Y S

Play as Chris Partn, Mission 1—D H 5 C H R I S S H

Play as Chris Partn, Mission 2—K 3 C H R I S 4 A S

Play as Iria Klein, Mission 1—K B 3 I R I A 5 K F

Play as Iria Klein, Mission 2—H T L 2 I R I A 5 0

Play as Iria Klein, Mission 3—G H J K 3 I R I A 2

### Movie Passwords

Enter any of the following special passwords to see the different video sequences from the game:

MOV I E T E S T A

MOV I E T E S T B

MOV I E T E S T C

MOV I E T E S T D

MOV I E T E S T E

MOV I E T E S T F

MOV I E T E S T G

MOV I E T E S T H

MOV I E T E S T I

Voice Test

To access a secret sound test menu that allows you to hear any of the "Voice Navigation System" samples from the game, enter the password "N A V I X T E S T". When the menu appears, press **C** to change the group of voice samples, press **Up** or **Down** to change the sample number—or **Left** and **Right** to skip ten samples at a time—and press **A** to hear each sample.

## CLOCKWORK KNIGHT 2

### Boss Select

Choose "Bosses Galore" from the main menu; then, when the "Bosses Galore" title is on the screen, press **X** five times, **Y** seven times and **Z**

five times. You'll see the name "Bob" on the screen. Now you can battle any boss in the game by pressing **Up** or **Down** to choose your favorite.

### Hidden Mini-Games

Choose the "Bosses Galore" option; then, while the "Bosses Galore" title is on the screen, press **Up**, **Up**, **Right**, **Right**, **Down**, **Down**, **Left**, **Left**, **X**, **Y**, **Z**. You'll hear a little tune and the word "Minigame" will appear. Now choose "Start" to find the hidden "Mini-Games Corner" menu, where you can choose to play seven freaky sub-games with the little super-deformed Pepperouchau from the "Loading" screen. There's even a crazy driving game starring BaroBaro.

### 999 Lives

Choose "Part 2" from the main menu, then—when the *Clockwork Knight 2* logo appears and the words "PRESS START BUTTON" are flashing on the screen, press **Right**, **Up**, **Left**, **Down**, **Right**, **Down**, **Right**, **Up**, **Left**, **Down**, **Right**. The words "Player 999" will appear on the screen, indicating that you will be playing the game with 999 lives in reserve.

## CROC: LEGEND OF THE GOBBOS

### Access All Levels

When the title screen appears and the words "Press Start Button" are flashing, hold **X** + **Y** + **Z**; after a few seconds, the words "Enter Password" will appear. Now press **Left**, **Left**, **Down**, **Right**, **Right**, **Left**, **Left**, **Down**, **Right**, **Down**, **Left**, **Up**, **Right**; you'll start the game with all stages unlocked and all Gobbo and puzzle pieces collected.

## DAYTONA USA

### Mirror Mode

In "Saturn Mode," if you hold **START** while making your choice at the "Select Your Track" screen, you can race the courses in reverse.

### Time Trial

In "Saturn Mode," if you hold **START** while making your choice at the "Select Your Car" screen, you can race in time trials by yourself.

### Extra Cars

At the title screen—while the words "PRESS START BUTTON" are flashing—point the D-pad diagonally in the **Down/Right** position and hold the **L**, **R**, **C** and **Y** buttons. With all of these buttons held, press **START**. At the next menu, release the buttons and choose Saturn Mode. Now you have six new cars to race with, a total of 10 available vehicles.

### Secret Horse Trick

If you can finish in first place on each of the three tracks on Normal difficulty setting in "Saturn Mode," you'll get two new vehicles, one manual and one automatic. Incredibly, they're not cars, but horses.

### Easier Horse Trick

At the title screen, point the D-pad diagonally in the **Up/Left** position, hold the **X**, **Z**, **A** and **B** buttons and press **START**. At the next menu, release the buttons and choose Saturn Mode. Now you can play as the brown (automatic) or gray (manual) horse.

### Baby Horses

Choose a horse and race the Beginner track in Endurance mode. If you win, you'll earn two more "vehicles" called "Horse 2", horses that are being followed by baby horses.

## DECATHLETE

### Tumble Racing

In the 100-Meter Dash, as soon as the announcer starts to say your course number and name, carefully press **Left**, **Right**, **Left**, **Right**, **X**. When the race starts, your athlete will roll to the finish line like a tumbleweed.

## Hop On One Leg

Also in the 100-Meter Dash, as soon as the announcer starts to say your course number and name, carefully press **Up**, **Left**, **Down**, **Right**, **X**. When the race starts, your athlete will start to run, then hop on one leg until the end of the race. Both of these tricks seem to make your character move a little faster.

## DOOM

### Cheat Codes

Press **START** during the game to pause, then enter any of the following cheat codes:

- All Powerful Mode—**Down**, **Y**, **X**, **R**, **Right**, **L**, **Left**, **B**
- Lots of Goodies (weapons & ammo)—**B**, **Y**, **X**, **L**, **R**, **C**, **X**, **Z**
- Map All Lines On—**B**, **B**, **C**, **Left**, **B**, **C**, **Right**
- Map All Things On—**B**, **C**, **Right**, **B**, **C**, **Left**
- Level Warp—**Right**, **Left**, **Z**, **R**, **Z**, **L**, **Z**, **C** (when the Level Warp menu appears, choose any stage and press **C** to warp there.)

## GEX

### Stage Skip

At any map screen, press **START**, then, while the game is paused, hold the **R** button and press **Start**, **Right**, **Right**, **Down**, **Right**, **Up**, **L**, **A**, **Left**. All of the stages on the current map screen will be opened.

## THE HOUSE OF THE DEAD

### Infinite Ammo

During the game, hold **L** + **R** and press **Y**, **Y**, **Y**; you'll hear a sound to confirm the code. Now you'll never need to reload your weapon.

### Score Display

During the game, hold **L** + **R** and press **X**, **X**, **X**; your score will appear on the screen. To remove it, just enter the same code again.

### Secret Characters

Choose "Saturn" mode from the main menu; when the character select menu appears, hold **L** + **R** and press **Up**, **Down**, **X**, **Y**, **Z**; you'll hear a signal to confirm the code. Now cycle through the characters and you'll find two new ones, you can choose to play as Sophie or one of the researchers.

### Cheat Menu

At the main menu—the one that says "Arcade/Saturn/Boss Mode" etc.—press **L**, **R**, **L**, **L**, **R**; you'll hear a signal to confirm the code. Now highlight "Arcade" or "Saturn" mode; hold **L** + **R** and press **START**, **A** or **C**. If you chose "Arcade" mode, the cheat menu will appear; if you chose "Saturn" mode, you must continue to hold **L** + **R** when choosing your character until the cheat menu appears. The cheat menu allows you to start at any stage, become invincible (set "Lives" to "Infinite") or even change the color of the enemy characters' blood.

### Remove Pause Menu

To remove the "Continue" box that appears when the game is paused, press **X** + **Y** + **Z**.

## THE LEGEND OF OASIS

### Two-Player Mode

At any time during the game, move Leon to a place where there are no enemies on the screen. Press **Z** to open the Weapon Select window, then hold the **L** button and press **X**. A duplicate of Leon will appear; he's controlled by Player 2. To get rid of him, just enter the code again.

## THE LOST WORLD: JURASSIC PARK

### Secret Ending

Enter the password "A Y X Y Y Z Y A Y X Y" to see the ending sequence that appears if

## TIPS & TRICKS

## Reader Art Gallery



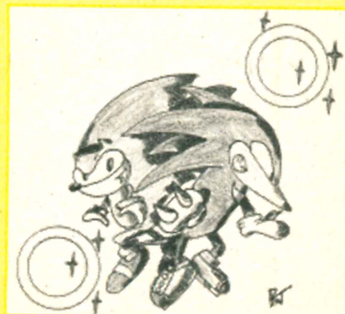
by Nick Anderson,  
Topeka, KS



by LaTwan Holland,  
Atlantic Beach, FL



by Juan D. Bedoya,  
Orlando, FL



by Russell Tagliareni,  
Lafayette, NJ



you beat the game with all of the DNA keys.  
**Gallery Passwords**  
 Compy Gallery—A X Y X X Z Z Z Y Y  
 Hunter Gallery—A X X Y A Y X Y X Y  
 Raptor Gallery—X Z X Y X Y X Z X Y  
 T-Rex Gallery—Y X X Y X Y X Y X Y  
 Prey Gallery—Y Z X Y X A X A X Y  
**Stage Select**  
 Enter the password "X A X Y X Y X Z X Y", then access the "Options" menu; you'll be able to start at any level with the "Stage Select" option.

## MAXIMUM FORCE

**Arcade Mode**  
 Choose "Options" from the title screen; when the Options menu appears, press X, Y, X, X, Y, X, X, X, Y, X, X, X, Y; you'll hear a sound to confirm the code. When you return to the title screen, you'll see the words "Arcade Mode Unlocked"; now the game will play exactly like the arcade version without the special modifications that were included in the home versions.

## MEGA MAN X4

### Alternate MegaMan X

At the character-select screen, enter the following code carefully: Highlight MegaMan X, press the B button twice, press Left six times, then hold L + R and press START. When the game begins, Mega Man's costume will be slightly different—his arms and legs will be purple instead of light blue. More importantly, as you play the game with this code in place, you'll find different power-up items in the capsules that Dr. Light has scattered throughout the levels.

### Play as Black Zero

At the character-select screen, enter the following code carefully: Highlight Zero, hold the R button, press Right six times, release R, hold B and press START. When the game begins, Zero's costume will be black instead of red. Unfortunately, this code has no effect on the gameplay.

## MORTAL KOMBAT II

### Cheat Menu

When the "story" screens appear during the introduction sequence, press Down, Up, Left, Left, A, Right, Down, B, Y, C. There will be no signal to confirm the code, but when you get to the Main Menu, you'll find a new option called "Switches". Access this option to activate various cheats, including one-hit kills and easier ways to find the secret characters.

## MORTAL KOMBAT TRILOGY

### Stage Select

At the character-select screen, highlight Sonya, hold Up and press START; you'll hear a signal to confirm. Now choose your fighter; before the match begins, a menu will appear that allows you to choose which arena you want to start in.

### Secret Character

At the character-select screen, choose one of the male ninja characters (Scorpion, Reptile, Rain, Ermac, etc.). Before the fight starts, hold Run + Block + High Punch + High Kick and point the D-pad Away from your opponent. Hold all of these buttons down until the fight begins; your character will explode and change into a secret character called Chameleon.

### Secret Cheat Menu

Choose "Options" from the main menu; when the options menu appears, hold L + R + Up. After a few seconds, you'll hear a confirmation sound and the screen will shake. Now

you can access the previously unavailable "7" menu at the Options screen. Here you can activate several cool options, including "Instant Aggressor," "Normal Boss Damage," "Low Damage" and "Health Recovery."

## NIGHT WARRIORS DARKSTALKERS' REVENGE

### Extra Turbo Speed

At the "Option Mode" menu, highlight "Turbo Speed" and press the following buttons very quickly on Controller 1: X, X, Right, A, Z. You'll hear a clashing steel sound to confirm the code; if you don't get it right, try pressing the buttons more quickly. With the code in place, you'll find that you are now able to set the Turbo Speed all the way up to eight stars.

### Secret "Appendix" Menu

Also at the "Option Mode" screen, highlight the "Configuration" option and quickly press B, X, Down, A, Y. You'll hear the clash of steel to confirm the code, and you'll see a new option called "Appendix" at the bottom of the screen. Choose this option to find a top-secret menu with tons of cool options.

## PANZER DRAGON SAGA

### Fun with Zwei

If you own a copy of *Panzer Dragoon II Zwei* and *Panzer Dragoon Saga*, there are some cool things you can do with your saved game files as follows:

- If there is a saved game of Zwei in your Saturn's backup memory, you will start off *Saga* with one hundred Dyne for every hour you clocked in playing Zwei; e.g. if you've played Zwei for five hours, you'll start *Saga* with 500 Dyne.
- If there is a saved game of Zwei in your Saturn's backup memory, you will be able to obtain a music box from the girl outside Vaiman's place in the Holy District; just keep talking to her. You'll see the music box near your backpack when you're in the camp. Access it to hear the theme from Zwei.
- Load up any of the four *Saga* discs. Next, open the Saturn without turning it off and replace the *Saga* disc with your Zwei disc. When you load up Zwei, you will see the opening movie of the first *Panzer Dragoon* game instead of the usual Zwei intro.
- If you have a saved game of *Saga* in your Saturn's backup memory, you will have access to the special "Pandra's Box" cheats in the Options menu of Zwei.

## RAMPAGE WORLD TOUR

### Stage Select

When the game is loading, you'll see a black screen with messages that say "Internal memory will be used for autosave" and "Press START." When this screen appears, quickly hold X + Y + Z and press the L button; the words "Cheats enabled!!" should appear. Now start a game; when the name of the next city appears on the screen with the "Day" number at the bottom, use the D-pad to select a different city before the "Now Loading" message appears. Press Up or Down to cycle through the different countries and press Left or Right to change cities; you can even access all of the secret stages.

## RESIDENT EVIL

### Battle Mode

When you beat the game, a new option called "Battle Mode" will appear at the main menu; it's a timed challenge mode in which you must make your way through the house and kill all of the monsters as quickly as possi-

ble. To access this option without having finished the game, hold X + Y + Z and press START on Controller 2 while the words "PRESS START BUTTON" are flashing on the title screen; the "Battle Mode" will be added to the main menu options. Note: You must have a saved game to play in Battle Mode.

### Alternate Uniforms

Choose "New Game" from the main menu, then select a character. When the full-motion video scene begins—the one that starts with the words "1998, July"—hold the L and R buttons on Controller 2 until the game starts. Now your character will appear with a modified costume; Chris appears in dark blue and Jill has a shorter shirt that shows off her belly button.

## ROAD RASH

### Dismount

If you ever want to get off your bike without crashing first, just reduce your speed to under 10 mph, then hold L + R and press Up on the D-pad. It is possible to knock over some pedestrians while on foot if you bump into them repeatedly.

## SHINING FORCE III

### Secret Characters

Follow these instructions to add nine secret characters to your "Shining Force" of fighters:

- Chapter 1—Haywood  
 Location: Sarrahand Bridge Battle  
 During the bridge battle, be sure that Haywood isn't killed. Speak with him before the battle is over and he will join your party.
- Chapter 2—Irene  
 Location: Luggage Bridge Battle  
 As with Haywood, be sure Irene isn't defeated by your enemies. Speak with her before the battle ends and she will join you.
- Chapter 2—Penn  
 Location: Train  
 During the train sequence, find the chicken feed and give it to the chicken near a window (it will follow you). Buy the Penn egg from a gypsy in Vagabond. At HQ, give the egg to the hen to hatch. Penn will hatch and escape, but joins you later in Flagard.
- Chapter 3—Noon  
 Location: Quonus  
 While battling the Kyon-shi in the Quonus graveyard, do not kill any of them; instead, have Khan free them with the Elbesem Orb. Noon will be waiting outside the mansion after you defeat the Vandal.
- Chapter 3—Ratchet  
 Location: Quonus  
 Find the millhouse near the outskirts of the village. Free Ratchet from his confines. Speak with him again in Vagabond; he will join you after the desert battle.
- Chapter 3—Justin  
 Location: Vagabond  
 Go into Tent with the wounded soldiers. Speak with Justin. He will join your party after telling you the story of his battle.
- Chapter 4—Horst  
 Location: Aspia  
 Enter the house full of soldiers located next to the church. Horst will be in a room with another fellow soldier. Speak with him and let him join your party.
- Chapter 4—Frank  
 Location: Flagard  
 When you return to your home town, find Frank. You'll have to push him into your headquarters for him to join you. HQ is located at the northeast part of town.
- Chapter 5—Hagane  
 Location: Tower of Lookover

During the battle on the tower, have a member of your party enter the ruins. Once inside, inspect the farthest pillar from the entrance. Hagane will join you after the battle.

## STREET FIGHTER ALPHA

### Dramatic Battle

Choose "Arcade Mode" from the main menu and have both players join in. Now enter the following codes before the timer expires:

Player 1—Highlight Ryu, hold the L and R buttons on top of the controller and press Up, Up. Now release the top buttons and press Up, Up again, then choose Ryu with the Jab button (the default is X on the Saturn.)

Player 2—Highlight Ken, hold the L and R buttons on top of the controller and press Up, Up. Now release the top buttons and press Up, Up again, then choose Ken with the Fierce button (the default is Z on the Saturn.) When the fight starts, the screen will say, "Here comes a new challenger!" and M. Bison will jump in to challenge both Ryu and Ken to a two-on-one battle.

## THEME PARK

### Cheat Code

Choose "Start New Theme Park" from the main menu and enter your nickname as "DEAD". Now start the game; when your park appears, press and hold A + B + C at any time to make your money increase and to add extra rides and shops to the available choices.

## THREE DIRTY DWARVES

### Stage Select

Choose "Options" from the title screen; then, when the option menu appears, press L + R simultaneously to access a password screen. Enter the password "MOSHOLU"; the words "Cheat Mode" will appear and you'll be able to choose any stage from the option menu.

## TOMB RAIDER

### Stage Skip

During the game, press START to pause, then press Down and access the passport. Turn to the last page of the passport ("Exit to Title") and press Z, Y, Z, Y, X, X, X, START; you'll hear Lara moan to confirm the code. Now press A; instead of returning to the title screen, you'll skip to the end of the current stage.

## VIRTUA FIGHTER 2

### Gold and Silver Dural

To play as the silver Dural, highlight Akira and press Down, Up, Right, then A + Left simultaneously. To select gold Dural, highlight Lion and press Down, Up, Left, then A + Right simultaneously. Both of these codes can be used by both Player 1 and Player 2.

## VIRTUAL ON

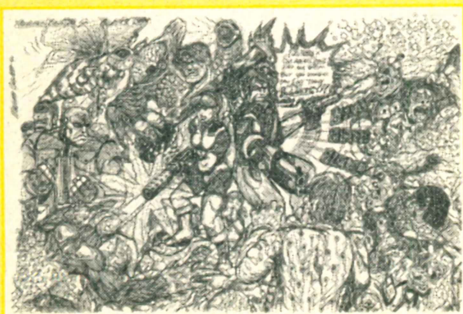
### Boss Code

At the title screen—while the words "Press Start Button" are flashing—hold Down on the D-pad and press L + R simultaneously. You'll hear an explosion to confirm the code. Now you can choose Jaguari at the Machine Select screen, just to the right of Raiden.

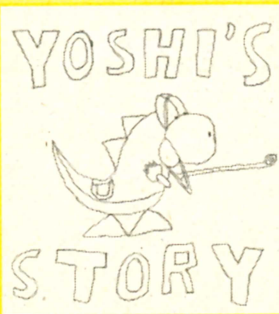
## WORMS

### New Weapons

At the Weapon Options screen, move the cursor so it is not pointing to the word "Exit"; then press C, Z, Z, C, Z, Z, Z, Z. The Cluster Bomb, Uzi and Mines options will be replaced with Banana Bombs, the Minigun and Exploding Sheep; now you can use these special weapons without waiting for them to appear in weapon crates during the game.



by Maximino Castillo, Jr.  
New York, NY



by Kyle Christensen,  
Omaha, NE



by Joseph Gietl,  
Altamont, NY





## AREA 51

### Alien Mode

Shoot the first three humans you see without hitting anything else; you'll be playing the game in "Kronn Hunter" mode with strange colors and a different ending sequence.

### Secret Rooms

**ENTRANCE #1**—Shoot the first ten hangar windows while outside on the tarmac. Two of the windows must be shot quickly, in transition, right after the game starts. This entrance leads to the secret room called "X Marks the Spot."

**ENTRANCE #2**—Shoot the 15 windows on the right side of the Hangar in Wave 2 just after you enter. You will need two players to do this, and you must use several views of these windows to hit them all. This entrance leads to the secret room called "Tank Top."

**ENTRANCE #3**—In the Hangar (Wave 2), shoot out the three blue "emergency" lights during the first lockdown. You'll find one to the left and two to the right of the red tractor truck. (You have to be sharp to get the one on the left, because the "camera" pans quickly past it.) This entrance leads to the secret room called "Head Quarters."

**ENTRANCE #4**—Shoot all 15 of the windows at the back of the hangar in Wave 2. This is one of the easiest entrances to find; there are several lockdowns which you can use to get all of the windows. This entrance leads to the secret room called "Chow Palace."

**ENTRANCE #5**—Shoot all of the exploding barrels and boxes just before and after you get on the forklift in the Hangar during Wave 2. Some of these are very difficult to hit; there are ten items in all. This entrance leads to the secret room called "Egg Cellent."

**ENTRANCE #6**—Shoot all 21 windows on the hut at the back of the hangar in Wave 2. You'll need to get all of the windows on the first floor as well as on the second story after you ascend the ladder. This entrance leads to the secret room called "Shake Your Booda"—but only if the machine you're playing on is one of the first 2,137 produced. If you're playing on a newer machine, this entrance leads to the room called "X Marks the Spot."

**ENTRANCE #7**—Shoot four key airplane canopies on the Back Tarmac in Wave 3. Some of these are very small and difficult to see against the dark of the night sky, so look for them carefully. This entrance leads to the secret room called "Head Quarters."

**ENTRANCE #8**—Shoot all of the exploding boxes after jumping onto the helicopter at the end of Wave 3 (The Back Tarmac)—there are 11 boxes in all. This entrance leads to the secret room called "Shake Your Booda"—but only if the machine you're playing on is one of the first 2,137 produced. If you're playing on a newer machine, this entrance leads to the room called "X Marks the Spot."

**ENTRANCE #9**—Inside the Admin Building in Wave 4, shoot out the first "EXIT" sign and the first three ceiling lights around it just after you go through the doorway into the first corridor. This entrance leads to the secret room called "Egg Cellent."

**ENTRANCE #10**—Shoot the two pictures on the desk in the Admin Building (Wave 4) as well as two name plates that appear on office doors later in the wave. The name plates read, "General R. Weatherby" and "Mike 'Dibman' Hally." This entrance leads to the secret room called "Head Quarters."

**ENTRANCE #11**—Shoot all of the weird pictures on the walls of the Admin Complex in Wave 4; there are 11 pictures in all. This entrance leads to the secret room called "Chow

Palace."

**ENTRANCE #12**—Shoot out all of the computer terminals in the War Room in Wave 5; there are 13 terminals in all. This one leads to the secret room called "Egg Cellent."

**ENTRANCE #13**—Shoot out all of the exploding barrels during the lockdown in the Bunker (Wave 6) where the zombies are throwing barrels at you. A total of 15 barrels must be hit. This entrance leads to the secret room called "Chow Palace."

**ENTRANCE #14**—Shoot all 24 of the objects on the pop-up section in the Bunker (Wave 6). It's very difficult to hit them all on your first try, so it's best to attempt this with two players. This entrance leads to the secret room called "Get a Life."

## BLITZ

### Secret Characters

At the start of the game, when the "Enter name for record keeping?" prompt appears, enter one of the following names and PIN numbers to play as a secret character. Most of them are the designers who created the game, but there are some real surprise characters, too! You'll know you've entered a code properly if you hear the announcer say, "Lights out, baby!" when you've finished entering the PIN number.

Mark Turmell—TURMELL—0322

Sal Divita—SAL—0201

Jason Skiles—JASON—3141

Jennifer Hedrick—JENIFR—3333

Dan Thompson—DANIEL—0604

Jeff Johnson—JAPPLE—6660

John Root—ROOT—6000

Luis Mangubat—LUIS—3333

Mike Lynch—MIKE—3333

Jim Gentile—GENTIL—1111

Dan Forden—FORDEN—1111

777—VAN—1234

Headless Guy—CARLTN—1111

Thug—THUG—1111

Skull—SKULL—1111

Robotron Brain—BRAIN—1111

Demon Shinnok—SHINOK—8337

Raiden—RAIDEN—3691

Secret Codes

At the match-up screen just before the game starts—while the announcer is saying, "Today's match-up," etc.—enter the following codes using the TURBO, JUMP and PASS buttons followed by a joystick direction. For example, to activate the "Big Players" code (1-4-1-Right) press TURBO once, JUMP four times, PASS once, then point the joystick to the Right. A message will appear on the screen to confirm each code. Note: Codes marked with a "\*" will not work in a two-player game unless both players enter the code.

Show Field Goal %—0-0-1-Down

Tournament Mode (in 2-Player game)—1-1-1-Down

No CPU Assistance—0-1-2-Down

Show More Field—0-2-1-Right

Big Head—2-0-0-Right

Team Big Heads—2-0-3-Right

Huge Head—4-0-0-Right

Team Big Players—1-4-1-Right

Team Tiny Players—3-1-0-Right

Big Football—0-5-0-Right

Fog On—0-3-0-Down

Thick Fog On—0-4-1-Down

Hide Receiver Name—1-0-2-Right

No Play Selection—1-1-5-Left

No Punting—1-5-1-Up

No First Downs—2-1-0-Up

Allow Stepping Out-of-Bounds—2-1-1-Left

No Random Fumbles—4-2-3-Down

No Interceptions—3-4-4-Up

Infinite Turbo—5-1-4-Up

Fast Passes—2-5-0-Left

Powerup Blockers—3-1-2-Left

Powerup Speed—4-0-4-Left

Powerup Defense—4-2-1-Up

Powerup Teammates—2-3-3-Up

Super Field Goals—1-2-3-Left

Super Blitzing—0-4-5-Up

Smart CPU Opponent (in 1-Player game)—3-1-4-Down

## BLITZ 99

### Secret Characters

At the start of the game, when the "Enter name for record keeping?" prompt appears, enter one of the following names and PIN numbers to play as a secret character:

Brian LeBaron—GRINCH—0222

Paulo Garcia—PAULO 0517

Alex Gilliam—LEX—7777

Note: All of the "Secret Character" codes from the original Blitz will also work in Blitz 99 except "VAN—1234".

### Secret Codes

At the match-up screen just before the game starts—while the announcer is saying, "Today's match-up," etc.—enter the following codes using the TURBO, JUMP and PASS buttons followed by a joystick direction as described above for the original Blitz. Note: Codes marked with a "\*" have no effect unless you're in a multiplayer game with two players controlling the same team.

Secret Plays—3-3-3-Down

Always QB—2-2-2-Left

Always Receiver—2-2-2-Right

Cancel Always QB/Receiver—4-4-4-Up

Note: All of the match-up screen codes from the original Blitz will also work in Blitz 99.

## CRUISIN' USA

### Extra Cars

In the garage where you can choose your car, press the **Cruisin' View 2** button. You'll find that you can now choose three new vehicles to drive: a School Bus, a Police Car and a Jeep.

## CRUISIN' WORLD

### Extra Vehicles

When choosing your car, press **View 2** or **View 3** to find extra vehicles.

## GUNBLADE N.Y.

### Special Attacks

• During the third and fourth stages of the Difficult course, shoot the androids' feet to knock them in the water; they will blow up on contact.

• After you defeat the boss character in the third stage of the Difficult course, he will run away. While he's retreating, shoot the oil drums and explosive boxes around him; if you do this, the boss at the end of the fourth stage will be partially destroyed when he appears.

### Multiple Endings

• If you don't destroy the Missile Carrier truck at the end of the second stage in the Difficult course, your superior officer will hit you.

• If you finish either course without continuing, a group of butterflies will fly by.

• If you pull on the machine gun levers during the ending scene on the Easy course, a giant dragonfly will fly by. If you do this during the Difficult course ending scene, a submarine or a large shark will follow the ship.

## THE HOUSE OF THE DEAD

### Special Endings

• If you save all of the innocent bystanders in the game from being killed, you'll enter a se-

cret power-up room just after the limestone cave in the final stage.

• If you finish the game with a score of 62,000 or higher, you'll see the "good" ending.

• If you finish the game with a score of under 62,000 and the last digit of your score is "0", you'll see the "bad" ending.

• If you finish the game with a score of under 62,000 and the last digit of your score is not "0", you'll see the "normal" ending.

### Secret Codes

Each of the following codes can be entered at the title screen which appears immediately after you insert your currency and the machine registers at least one credit. The codes must be entered very quickly using the triggers on both players' guns: "Left" refers to the trigger of the gun on the Player 1 side and "Right" refers to the trigger on Player 2's gun:

• Player 1 plays as Super G—Left, Left, Right, Left, Left, **START**

• Player 2 plays as Super G—Right, Right, Left, Right, Right, **START**

• Both players play as Super G—Left, Right, Left, Right, Left, Right, **START**

• Player 1 plays as Sophie—Right, Left, Right, Right, Left, Left, **START**

• Player 2 plays as Sophie—Left, Right, Left, Left, Right, Right, **START**

• Both players play as Sophie—Left, Right, Right, Left, Left, Right, **START**

• To display your score on the screen during the game—Left, Left, Left, Right, Right, **START**

## HYPERDRIVE

### Expert Mode

At the track select screen, hold the **View 2** button when making your selection to play at a higher difficulty level.

### Mirror Tracks

At the track select screen, hold the **View 1** button when making your selection to change the track into its "mirrored" version.

### Time Attack Mode

At the Racer select screen, hold the **View 1** button when making your selection. When the race starts, there will be no computer-controlled opponents.

## KILLER INSTINCT 2

### Play as Gargos

At the character select screen, point the joystick Up and hold it there while pressing the following buttons: **FIERCE PUNCH, MEDIUM PUNCH, MEDIUM KICK, FIERCE KICK, MEDIUM PUNCH, QUICK PUNCH, QUICK KICK, MEDIUM KICK**. If you've entered the code correctly, Gargos will appear as a playable character next to Maya.

## THE KING OF FIGHTERS '98

### Secret Characters

At the character-select screen, highlight one of the following 12 characters, hold the **START** button and press A to choose an alternate version of that character as described below:

Shermie—The King of Fighters '97 version

Yashiro—The King of Fighters '97 version

Chris—The King of Fighters '97 version

Yuri—The King of Fighters '94 version

Robert—The King of Fighters '94 version

Ryo—The King of Fighters '94 version

Joe—The King of Fighters '94 version

Kyo—The King of Fighters '94 version

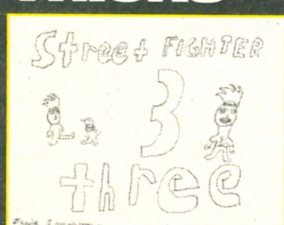
Andy—Real Bout Fatal Fury 2 version

Terry—Real Bout Fatal Fury 2 version

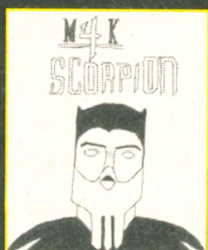
Mai—Real Bout Fatal Fury 2 version

Billy Kane—Real Bout Fatal Fury 2 version

# TIPS & TRICKS Reader Art Gallery



by David Longfellow,  
La Plata, MD



by Zach Andrews,  
Mt. Pleasant, MI



by Andrew H. Jones,  
Anchorage, AK



by Travanti Jones,  
St. Louis, MO









## TIPS & TRICKS HI SCORES

This monthly feature allows arcade game players to compare their high scores, best times and tournament results with other arcades from around the country. If you are an arcade owner or operator who would like to tell the world about your players' accomplishments—and get some free publicity for your arcade!—contact us by fax at (213) 651-3042 or write to us at *TIPS & TRICKS Hi Scores*, 8484 Wilshire Blvd., Suite 900, Beverly Hills, CA 90211; we'll send you information on how you can report your high scores for publication right here in *TIPS & TRICKS*. Players—show this page to your local arcade owner/operator and spread the word!

### JUST FOR FUN

445 E. Palatine Road • Arlington Heights, IL 60004 • (847) 253-1464

GAME	HI SCORE	NAME
Ehrgeiz	80,640 (Cloud)	DDD
Ehrgeiz	8'18"96	SQR
Tekken 3	31 wins (King)	KIN
Tekken 3	3'27"65 (Paul)	SAW
Hyperdrive (Mars Dragstrip)	2:00'73	FBR
Hyperdrive (Orbital Speedway)	2:17'36	FBR
Hyperdrive (Asteroid Mine)	2:27'41	FBR
Hyperdrive (Deep Space)	2:05'32	FBR
Junkyard (pinball)	283,460,410	JPW
Rampage World Tour	522,820	CBR

### ALL AMUSEMENT CENTER

201 E. Magnolia, Suite #128 • Burbank, CA 91502 • (818) 557-6558

GAME	HI SCORE	NAME
Street Fighter Alpha 3	885,600	JSN
Tekken 3	2:40'06	JAG
Cruis'n World (Australia)	1:21'38	ARV
Top Skater (Expert)	371,562	ACE
Top Skater (Novice)	598,567	GAB
Daytona USA (Beginner)	2:19'85	WMC
Marvel vs. Capcom	1,027,600	GABRIEL
The House of the Dead	83,560	RBV
Area 51	999,999	LUIS
Maximum Force	507,280	XAU

### DIVERSIONS

6225 N. McCormick • Chicago, IL 60659 • (773) 588-0226

GAME	HI SCORE	NAME
Blitz '99 (greatest players)	#1	FOZ
Blitz '99 (biggest winners)	15	FOZ
Blitz '99 (best offense)	69.86	Shorty
Blitz '99 (best defense)	13.67	FOZ
Blitz '99 (avg. yds. per game)	355.00	THUG
Gauntlet Legends (Wizard)	Level 45	ERB
Gauntlet Legends (Valkyrie)	Level 29	ODD
Thrill Drive	1,000,000	KI

### FUN-O-RAMA

1605 W. 49th St • Hialeah, FL 33144 • (305) 558-8651

GAME	HI SCORE	NAME
Blitz '99	17 wins	DEE
Daytona USA 2 (Beginner)	2:15'80	RJD
Daytona USA 2 (Advanced)	3:08'24	DIE
Daytona USA 2 (Expert)	4:05'49	ARM
California Speed (Santa Cruz)	2:25'85	JOE
Street Fighter Alpha 2	27 wins	RJD
Street Fighter Alpha 3	18 wins	VIC
Cruis'n World (Africa)	1:26'60	Danny Rodriguez
Tetris	998,041	Jason Wilson

### CAPCOM'S SUPER JUST GAMES

557 Waukegan Road • Northbrook, IL 60062 • (847) 559-8727

GAME	HI SCORE	NAME
Cruis'n World (Australia)	1:14'20	RSH
Time Crisis	14:00	KAM
Ms. Pac-Man	213,380	?
Ultimate Mortal Kombat 3	20 wins	SBS
Daytona USA (expert)	3:29'29	HH
San Francisco Rush (Beginner)	2'25'00	Miami, FL
The House of the Dead	66,062	DAN
Tech Romancer	50,000	NOU
Breakshot (pinball)	42,205,040	MOO
Gauntlet Legends (Valkyrie)	Level 42	ACE

### SEGA CITY

31 Fortune Drive (Irvine Spectrum) • Irvine, CA 92618 • (949) 727-1422

GAME	HI SCORE	NAME
Daytona USA 2 (Beginner)	2:20'58	DYN
Daytona USA 2 (Advanced)	3:08'22	DYN
Top Skater (Novice)	774,560	Joey Cuellar
Top Skater (Expert)	527,651	Joey Cuellar
The House of the Dead	96,600	Ottis Pittman
Racing Jam (Beginner)	2:05'839	SIM
Ehrgeiz (Cloud)	81,470	LHK
Time Crisis (Story)	10:49'78	MMK

### METROPOLIS

72-840 Hwy. 111, Suite 345 • Palm Desert, CA 92260 • (760) 346-0188

GAME	HI SCORE	NAME
Marvel vs. Capcom	2,782,808	Bob Martin
The House of the Dead	88,880	Kurohiana
Street Fighter Alpha 3	2,978,300	Bob Tan
Puzz Loop	472,350	Bob Tan
Time Crisis II	1,004,310	SBM
Rival Schools: United by Fate	2,133,700	Kenny Wu
Blitz '99 (win streak)	16 wins	Badboy
Street Fighter EX 2	1,584,900	Bob Tan
Tekken 3	2:43'15	DLS
Street Fighter III: 2nd Impact	4,062,321	Bob Tan



# SPECIAL FEATURE: STREET FIGHTER ALPHA 3 JAPAN VS. USA WORLD CHAMPIONSHIP

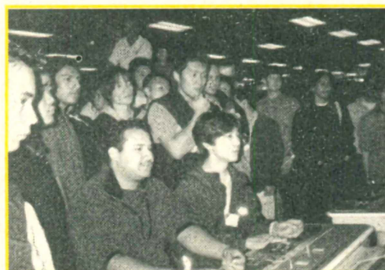
On November 7 and 8, 1998, Capcom and *TIPS & TRICKS* magazine co-sponsored the *Street Fighter Alpha 3* World Championship tournament at Capcom's Nickel City arcade in San Jose, California. At Capcom's request, the tournament was organized by our own Jason Wilson, who also served as master of ceremonies for the event. In attendance were representatives of Capcom Japan and Capcom Entertainment of America as well as Japanese television crews and agents of two of Japan's biggest video game magazines, *Gamest* and *Famitsu*. The reason for all of the international interest was the presence of 17-year-old Daigo Umehara, winner of the

*Street Fighter Alpha 3* tournament at the Tokyo Game Show. Umehara was brought to the U.S. by Capcom to face off against the winner of the U.S. tournament in order to determine the identity of



Well-maintained equipment kept the tournament running smoothly.

the true *Street Fighter Alpha 3* world champion! 64 players competed for the right to challenge Umehara; though most were California residents, many other regions of the country were represented, including the East Coast (David Spence and Abe Lin), Pacific Northwest (Tom Cannon, Tony Cannon and Ray Teruya Jr.) and Midwest (Jessie Howard and Wes Truelson). The first day was a walkthrough for nearly every seeded player in attendance. 16 players (eight from the loser's bracket and eight from the winner's bracket) qualified for Sunday's finals. Unfortunately, two players who were scheduled to compete in Sunday's finals were unable to attend due to car trouble. This opened the door for another single-



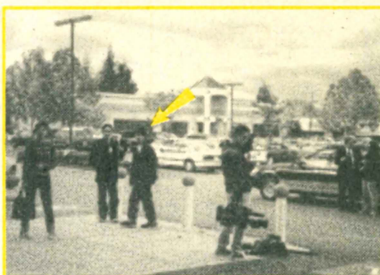
Umehara keeps cool in an exhibition match with Capcom's Robert Johnson.

to assemble their equipment during the contest, all in preparation for the big Japan vs. USA finals, which would take place on a pair of cabinets with 50" screens that were imported from Japan specifically for the tournament. Alex Valle—seemingly unbeatable in almost every major American tournament over the last three years—once again went through the winner's bracket undefeated, dismantling top Sunnyvale player Jason Nelson and top San Jose player Jason Cole on the way. The surprise of the tournament, however, was Graham Wolfe,

who—after only playing the game for a little over a month—took Valle to the final match in both of their best-of-seven series. Wolfe needed to defeat Alex eight times to win the championship; he

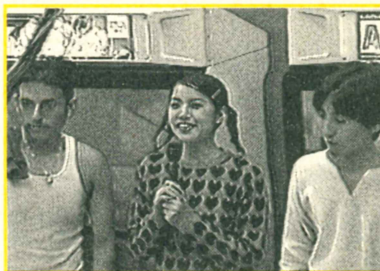
seemed calm as he won the first series 4-3 and nearly pulled off a miraculous comeback from a 3-1 deficit to tie in the final series. However, Alex had been switching between "A" Ryu and "V" Ryu for most of the match and opted to stick with "V" Ryu for the final battle, a decisive victory. Crowned the United States *Street Fighter Alpha 3* Champion, Valle earned nearly \$5,000 in cash and prizes, including a dedicated 25" *Alpha 3* cabinet and an official Capcom *Alpha 3* jacket.

The best, though, was yet to come: Alex now had a chance to play against Umehara, Japan's top *Street Fighter* player, in a battle to decide the International *Street Fighter Alpha 3* Championship! In an effort to be as accommodating to the players' customs as possible, one of the 50" cabinets was outfitted with a Japanese "ball"-style joystick for



Daigo, the Japanese champ, arrives by limo accompanied by the TV crew.

Daigo's use while Alex was allowed to use the "bat-handle" joystick that American players are accustomed to. The cabinets were linked side-to-side and the Japanese television crews were ready to capture the action as Valle and Umehara faced off in the first ever Capcom-sanctioned international fighting game competition. A best-two-matches-out-of-three, five-round match-up, the competition lived up to all the hype. Alex's "V" Ryu handed Daigo's "V" Gouki his first loss in a tournament, the crowd cheering wildly as Alex went up one match to zero. Then, at match point, Daigo showed why he is the Japanese *Alpha 3* ace. He calmly took Alex out of his gameplan, win-



Valle (left) and Umehara (right) in their post-battle TV interview.

ning the next two matches decisively and taking the crown as the International *Street Fighter Alpha 3* champion!

Special thanks to Marc Vasquez, Cho Chang and John Bailon of Southern Hills Golf and Country Club for all their help. Thanks also to Jayson McClellan, Melinda Mongelluzzo, Robert Johnson, Matt Atwood, Lisa Jones, Takashi Kubanzono and Steve Blattspeller at Capcom for helping to make this a spectacular event!

**1st Place Winner:** Alex Valle—Westminster, CA

**Prize Package:** \$1,000 cash, 25" dedicated *Street Fighter Alpha 3* cabinet, Capcom leather backpack, custom-made *Street Fighter Alpha 3* jacket, Sony PlayStation, three Capcom PlayStation games and two deluxe arcade game marquees.

**2nd Place Winner:** Graham Wolfe—San Jose, CA

**Prize Package:** \$500 cash, Capcom leather backpack, custom-made *Street Fighter Alpha 3* jacket, Sony PlayStation, three Capcom PlayStation games and two deluxe arcade game marquees.

**3rd Place Winner:** Jason Cole—San Jose, CA

**Prize Package:** \$100 cash, Capcom leather backpack, two Capcom PlayStation games and two deluxe arcade game marquees.

**4th Place Winner:** Jason Nelson—Sunnyvale, CA

**Prize Package:** Two Capcom PlayStation games and two deluxe arcade game marquees.

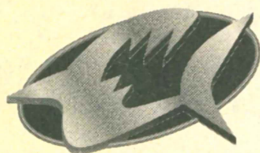
**5th Place (tie):** John Choi—Davis, CA and Robert Ingram—Westminster, CA

The Top 16 Players Remaining for Sunday's Finals:

Alex Valle  
Graham Wolfe  
Jason Cole  
Jason Nelson  
John Choi  
Robert Ingram  
James Romyed  
Thao Doung  
Mike Watson  
Bob Painter  
Alex Wolfe  
David Sirlin  
Jon Halili  
Joey Cuellar  
Ray Teruya Jr.  
Brandon Hayes







## GAME SHARK

**Codes for use with Interact  
Game Products' Game Shark  
Video Game Enhancers**

### PlayStation

#### Armored Core: Project Phantasma

800427D8-03E7—Infinite ammo, right arm  
80042816-0064 + 80042854-0064—Infinite  
ammo, back weapon  
3003434D-0001 + 8003434E-0101 +  
80034350-0101 + 80034352-0101 +  
80034354-0101—Have all generators  
8003435C-0101 + 8003435E-0101 +  
8003436-00101 + 80034362-0101 +  
80034364-0101—Have all FCS  
8003436C-0101 + 8003436E-0101 +  
80034370-0101 + 80034372-0101 +  
80034374-0101 + 80034376-0101—Have  
all optional parts

#### Dead Ball Zone

800AF998-0032—Team 1 scores 50  
800AF998-0000—Team 1 scores 0  
800AF99C-0032—Team 2 scores 50  
800AF99C-0000—Team 2 scores 0

#### Dragon Seeds

80084574-FFFF—Infinite gold  
800EEDF8-03E7 + 800846AA-03E7—Infi-  
nite HP  
800EE5BC-0009—Infinite special attacks  
800846B6-03E7—Max. special strength  
800846D0-0063—Max. attack strength  
800846B2-03E7—Max. muscle strength  
800846AE-03E7—Max. speed

#### Duke Nukem: Time to Kill

800D7460-0001 + 800D7462-03E7—Infi-  
nite throwing knives  
800D7464-0001 + 800D7466-03E7—Infi-  
nite throwing axes  
800D746A-03E7—Infinite arrows  
800D746E-03E7—Infinite pistol ammo  
800D7472-03E7—Infinite shotgun shells  
800D7476-03E7—Infinite rifle ammo  
800D747A-03E7—Infinite gatling gun ammo  
800D747E-03E7—Infinite RPG ammo  
800D7482-03E7—Infinite flame fuel  
800D7486-03E7—Infinite energy ammo  
800D748A-03E7—Infinite freezer ammo  
800D748C-0001 + 800D748E-03E7—Infi-  
nite pipe bombs  
D00D74F0-0000 + 800D74F0-0001—Jet  
pack  
800D74F2-6000—Infinite jet pack energy  
800D746C-0009—Super eagle  
800D7470-0009—Super shotgun

#### The Fifth Element

D0060B2C-8385 + 80060B2C-8387 +  
D0060B60-8385 + 80060B60-8387 +  
D00526AA-0C01 + 800526AA-2400—Extra  
health

801FFF46-0009—Infinite lives  
800DD54C-00FF + 801FFF96-0001—Infinite  
shield

#### Future Cop: L.A.P.D.

8009C0B2-0004 + 8009C0B6-0004 +  
8009C0DA-0004—All weapons

#### Gran Turismo

D00816D8-0000 + 800816D8-0405 +  
D00816DA-0000 + 800816DA-0004 +  
D00816DC-0000 + 800816DC-0405 +  
D00816DE-0000 + 800816DE-0004 +  
D00816E0-0000 + 800816E0-0504 +  
D00816E2-0000 + 800816E2-0004—Start  
with Bonus Items A (Arcade mode)  
D00816E4-0000 + 800816E4-0404 +  
D00816E6-0000 + 800816E6-0004 +  
D00816E8-0000 + 800816E8-0404 +  
D00816EA-0000 + 800816EA-0004 +  
D00816EC-0000 + 800816EC-0404 +  
D00816EE-0000 + 800816EE-0004—Start  
with Bonus Items B (Arcade mode)  
D00816F0-0000 + 800816F0-0404 +  
D00816F2-0000 + 800816F2-0004 +  
D00816F4-0000 + 800816F4-0404 +  
D00816F6-0000 + 800816F6-0004—Start  
with Bonus Items C (Arcade mode)  
D00B68B0-0000 + 800B68B0-0002—Start  
on 2nd lap (Arcade mode)  
D009AAE-0009 + 8009B866-00FF—Press  
START + SELECT for cash (Simulation  
mode)  
D009AAE-0009 + 8009E3B4-0303 +  
D009AAE-0009 + 8009E3B6-0303 +  
D009AAE-0009 + 8009E3B8-0303 +  
D009AAE-0009 + 8009E3BA-0303—Press  
START + SELECT for B license (Simulation  
mode)  
D009AAE-0009 + 8009E3BC-0303 +  
D009AAE-0009 + 8009E3BE-0303 +  
D009AAE-0009 + 8009E3C0-0303 +  
D009AAE-0009 + 8009E3C2-0303—Press  
START + SELECT for A license (Simulation  
mode)  
D009AAE-0009 + 8009E3C4-0303 +  
D009AAE-0009 + 8009E3C6-0303 +  
D009AAE-0009 + 8009E3C8-0303 +  
D009AAE-0009 + 8009E3CA-0303—Press  
START + SELECT for International A li-  
cense (Simulation mode)  
*Note: There are two slightly different ver-  
sions of Gran Turismo. If the above codes  
don't work with your copy of the game,  
try these instead:*  
D0081788-0000 + 80081788-0405 +  
D008178A-0000 + 8008178A-0004 +  
D008178C-0000 + 8008178C-0405 +  
D008178E-0000 + 8008178E-0004 +  
D0081790-0000 + 80081790-0504 +  
D0081792-0000 + 80081792-0004—Start  
with Bonus Items A (Arcade mode)  
D0081794-0000 + 80081794-0404 +  
D0081796-0000 + 80081796-0004 +  
D0081798-0000 + 80081798-0404 +  
D008179A-0000 + 8008179A-0004 +  
D008179C-0000 + 8008179C-0404 +  
D008179E-0000 + 8008179E-0004—Start  
with Bonus Items B (Arcade mode)  
D00817A0-0000 + 800817A0-0404 +  
D00817A2-0000 + 800817A2-0004 +  
D00817A4-0000 + 800817A4-0404 +  
D00817A6-0000 + 800817A6-0004—Start  
with Bonus Items C (Arcade mode)

D00B68E0-0000 + 800B68E0-0002—Start  
on 2nd lap (Arcade mode)  
D009AB6E-0009 + 8009B8F6-00FF—Press  
START + SELECT for cash (Simulation  
mode)  
D009AB6E-0009 + 8009E444-0303 +  
D009AB6E-0009 + 8009E446-0303 +  
D009AB6E-0009 + 8009E448-0303 +  
D009AB6E-0009 + 8009E44A-0303—Press  
START + SELECT for B license (Simulation  
mode)  
D009AB6E-0009 + 8009E44C-0303 +  
D009AB6E-0009 + 8009E44E-0303 +  
D009AB6E-0009 + 8009E450-0303 +  
D009AB6E-0009 + 8009E452-0303—Press  
START + SELECT for A license (Simulation  
mode)  
D009AB6E-0009 + 8009E454-0303 +  
D009AB6E-0009 + 8009E456-0303 +  
D009AB6E-0009 + 8009E458-0303 +  
D009AB6E-0009 + 8009E45A-0303—Press  
START + SELECT for International A li-  
cense (Simulation mode)

#### Moto Racer 2

80010040-FFFF—Enable all courses and  
modes  
D00CF826-0700 + 800CF826-0701—Start  
on 2nd lap

#### N2O Nitrous Oxide

8011B212-0A63—Infinite special weapon  
ammo & Firewalls, Player 1  
8011B293-0A63—Infinite special weapon  
ammo & Firewalls, Player 2  
8011B1FC-1117—Infinite shields, Player 1  
8011B27C-0FFA—Infinite shields, Player 2  
8011B488-0E60—Driller counter

#### NASCAR 99

800EDE48-0009 + D0110EFC-0000 +  
80110EFC-0008—One lap to race  
800F02EC-00DC—Infinite fuel

#### NASCAR Racing

8009D83E-0275 + 8009D842-0275 +  
8009D846-0275 + 8009D84A-0275—Al-  
ways have good tires

#### NFL Blitz

80099C30-0001—Fast pass  
80099B9C-0001—Tiny players  
80099C0C-0001—No interceptions  
80099C04-0001—Infinite turbo  
80099BCC-0001—Smart computer opponent

#### NFL GameDay 98

800F47C80000—Away team scores 0  
800F47C80032—Away team scores 50  
800F47C40000—Home team scores 0  
800F47C40032—Home team scores 50

#### NHL 99

D00B8434-0013 + 800B8434-E121 +  
D00B8436-0441 + 800B8436-0802—Infi-  
nite creation points  
80042656-0032—Home team scores 50  
80042656-0000—Home team scores 0  
80042690-0032—Away team scores 50  
80042690-0000—Away team scores 0  
80074930-0005—Home team's goals  
worth 5 points  
80074930-0000—Home team's goals  
worth 0 points





8007496C-0005—Away team's goals worth 5 points  
8007496C-0000—Away team's goals worth 0 points

## NHL FaceOff 99

800D4926-0032—Home team scores 50  
800D4926-0000—Home team scores 0  
800D4928-0032—Away team scores 50  
800D4928-0000—Away team scores 0

## Ninja: Shadow of Darkness

8002C052-2400—Infinite lives  
8006D07C-0009—Infinite bombs  
8006D044-FFFF—Infinite money

## Parasite Eve

800B8A2C-03E7 + 800B8A3C-03E7—Infinite health

## Rogue Trip

301B39A9-0001—Enable Nightshade  
301D824F-0063—Infinite Specials, Player 1  
301D8250-0063—Infinite Stingers, Player 1  
301D8251-0063—Infinite Blasters, Player 1  
301D8252-0063—Infinite Stalkers, Player 1  
301D8259-0063—Infinite upgraded Stingers, Player 1  
301D825A-0063—Infinite upgraded Blasters, Player 1  
301D825B-0063—Infinite upgraded Stalkers, Player 1  
801D8784-FFFF—Infinite cash, Player 1  
301D8B07-0063—Infinite Specials, Player 2  
301D8B08-0063—Infinite Stingers, Player 2  
301D8B09-0063—Infinite Blasters, Player 2  
301D8B0A-0063—Infinite Stalkers, Player 2  
301D8B11-0063—Infinite upgraded Stingers, Player 2  
301D8B12-0063—Infinite upgraded Blasters, Player 2  
301D8B13-0063—Infinite upgraded Stalkers, Player 2  
301D8B14-0063—Infinite upgraded Scorchers, Player 2  
801D903C-FFFF—Infinite cash, Player 2

## Tales of Destiny

801CE76C-FFFF—Infinite Gald  
801F21D4-FFFF—Quick level gain  
301CE7CA-0001—Sheeden Sword  
301CE7CB-0001—Laser Blade  
301CE7CC-0001—White Sword  
301CE7CD-0001—Dragon Sword  
301CE7CE-0001—Flare Sword  
301CE7CF-0001—Excaliber  
301CE7D0-0001—Vorpall Sword  
301CE7D1-0001—Igtenos Sword  
301CE7D3-0001—Winged Spear  
301CE7E0-0001—Composite Bow  
301CE7E1-0001—Crossbow  
301CE7E2-0001—Elven Bow  
301CE7E3-0001—Crescent Bow  
301CE7F9-0001—Splint Mail  
301CE7FA-0001—Breastplate  
301CE7FB-0001—Plate Armor  
301CE7FC-0001—Cloak  
301CE818-0001—Ahmet Helm  
301CE819-0001—Cross Helm  
301CE81A-0001—Duel Helm  
301CE81B-0001—Rare Helm  
301CE83B-0001—Flare Cape  
301CE83C-0001—Aqua Cape  
301CE83D-0001—Elven Cape

301CE83E-0001—Princess Cape  
301CE83F-0001—Demon Seal

## Tenchu: Stealth Assassins

3001040D-0063 + 3001042D-0063—Shuriken  
3001040E-0063 + 3001042E-0063—Caltraps  
3001040F-0063 + 3001042F-0063—Health potions  
30010410-0063 + 30010430-0063—Grenade  
30010411-0063 + 30010431-0063—Smoke Bomb  
30010412-0063 + 30010432-0063—Mines  
30010413-0063 + 30010433-0063—Poison rice  
30010414-0063 + 30010434-0063—Colored rice  
30010415-0063 + 30010435-0063—Sleeping gas  
3001041A-0063 + 3001043A-0063—Shadow decoy  
3001041B-0063 + 3001043B-0063—Super Shuriken  
3001041F-0063 + 3001043F-0063—Ninja armor

## Test Drive 5

8009DB72-0202 + 8009DB74-0202 + 8009DB76-0202 + 8009DB78-0202 + 8009DB7A-0202 + 8009DB7C-0202 + 8009DB7E-0202 + 8009DB80-0202 + 8009DB82-0202 + 8009DB84-0202 + 8009DB86-0202 + 8009DB88-0202 + 8009DB8A-0202 + 8009DB8E-0202 + 8009DB92-0202—All tracks open

## Trap Gunner

801093D8-2000—Infinite time  
8012587C-0500—Infinite gun ammo, Player 1  
80126284-0000—No gun ammo, Player 2

## The Unholy War

8005643C-5918 + 8005643E-0801—Infinite health, Player 1

## Wild 9

8007B630-0374 + 8007B638-0001—Infinite Rig power  
8007B35C-0004—Infinite continues

## Nintendo 64

### Bomberman Hero

D0165241-0000 + 80165241-004B—Extra gems  
88057495-00FF + 88057496-00FF + 88057497-00FF—Press Game Shark button for all OD bombs

### Cruis'n World

DE2AD400-0000 + 812FE5EC-2402 + 812FE5EE-0001—Enable code (must be on)  
803CE023-0001—Player 1 always places 1st  
813D0D3C-4296—Infinite time

### Deadly Arts

8009E3DF-00FF—Extra characters

## GoldenEye 007

80036F77-0001—Speed display  
800364C7-0000—Invisible  
800364CB-0000—Walk through doors  
80036FB3-0001—Enable Agent levels  
80036FB7-0001—Enable all levels  
80036FCF-0001—Fast Bond

## GT 64

801608D8-0001—Always place 1st  
8015FC35-0001—All races 1 lap  
8015FD09-0063—Always have 99 points

## Madden 64

80082D97-0003—Infinite time outs, home team  
80082D97-0000—No time outs, home team  
80084EE3-0003—Infinite time outs, away team  
80084EE3-0000—No time outs, away team  
80082D95-0032—Home team scores 50  
80082D95-0000—Home team scores 0  
80084EE1-0032—Away team scores 50  
80084EE1-0000—Away team scores 0

## Madden NFL 99

8005CF89-0003—Infinite time outs, home team  
8005CF89-0000—No time outs, home team  
8005FA49-0003—Infinite time outs, away team  
8005FA49-0000—No time outs, away team  
8005CF87-0032—Home team scores 50  
8005CF87-0000—Home team scores 0  
8005FA47-0032—Away team scores 50  
8005FA47-0000—Away team scores 0

## Mission: Impossible

800892A1-0001—Big head mode

## NFL Blitz

8029975B-0001—Big head, Player 1  
8029975B-0003—Big head, Player 1 & Player 2  
80299763-0001—Tiny team, Player 1  
80299763-0003—Tiny team, Player 1 & Player 2  
80299803-0001—No head, Player 1  
80299803-0003—No head, Player 1 & Player 2

## NHL 99

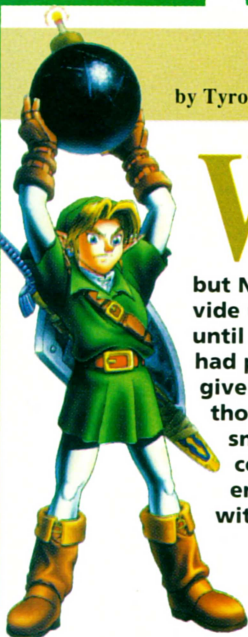
800E73D9-00B0—Infinite creation points  
810908FA-0032—Home team scores 50  
81092C70-0032—Home team scores 50  
810908FA-0000—Home team scores 0  
81092C70-0000—Home team scores 0  
81090938-0032—Away team scores 50  
81092D60-0032—Away team scores 50  
81090938-0000—Away team scores 0  
81092D60-0000—Away team scores 0

## Olympic Hockey Nagano 98

811151F8-0000—Team 2 scores 0  
81111C70-0000—Team 1 scores 0  
811151F8-0032—Team 2 scores 50  
81111C70-0032—Team 1 scores 50  
81115780-3F00—Crunched players  
81115780-3FC0—Tall, thin players



# The Legend of Zelda



by Tyrone Rodriguez and Jason Wilson

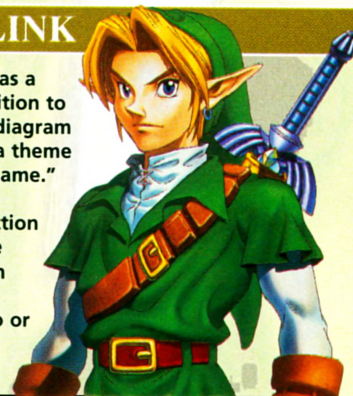
**W**e're back! We wanted to offer continuous coverage of this game throughout the holiday season, but Nintendo was not able to provide us with a copy of the game until after our January issue deadline had passed. We've done our best to give you the best possible coverage, though, even with this slight snag in our plan. Every heart container has been uncovered, so you can face Ganon with a full arsenal!



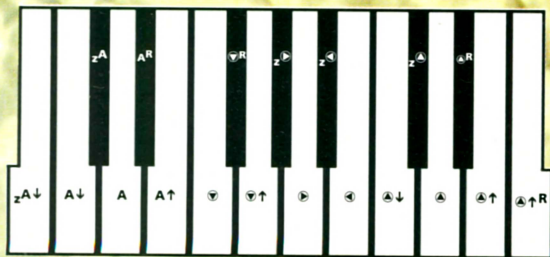
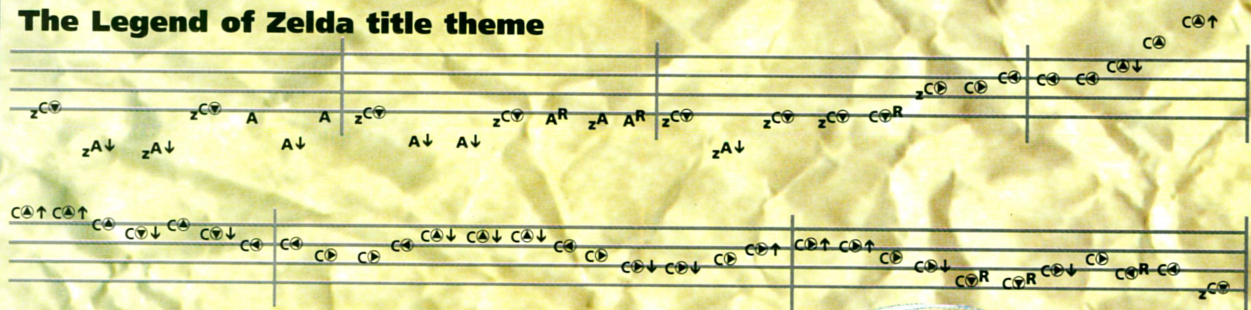
## HOW TO PLAY THE OCARINA LIKE LINK

Believe it or not, the Ocarina can play actual tunes. Link's recorder only has a range of one-and-a-half octaves, so you'll have to be a master of transposition to get certain songs just right. Without boring or confusing you with music theory, we've listed a diagram that shows how to transcribe sheet music for the ocarina. We also transcribed The original Zelda theme that you can play on your own time. Playing the ocarina can make for a surprisingly fun "mini-game." Find a nice, tranquil place and jam on with the Fairy Ocarina or Ocarina of Time.

The R and Z buttons make notes sharp and flat, respectively. In other words, these buttons function to raise or lower a pitch by half a note. The analog joystick raises a pitch by a full note. If you're on D (C♯) and press **Down** on the joystick (while continuing to hold C♯) the note will transition from D to C. See the diagrams to grasp this concept more easily. When you see a command that consists of several button names with no spaces between them, it means you must play the two or three commands together. For example, the notation **zA↓** means that you must press the joystick **Down** in addition to the A and Z buttons.



### The Legend of Zelda title theme



## EQUIPMENT

The following pieces of equipment can be interchanged at your leisure, but they cannot be equipped unless Link is qualified to use them. That is, young Link cannot wield the mighty Master Sword or Biggoron Sword, nor can the adult Link use the Kokiri Sword.

### Kokiri Sword



(Young Link)  
 Our young hero will find his first sidearm in the outskirts of Kokiri Village. This sword has limited range.

## Swords

### Master Sword



(Adult Link)  
 The sacred Master Sword awaits Link in the Temple of Time. He'll need to have all three Spiritual Stones as well as the Ocarina of Time to wield this powerful weapon.

### Biggoron Sword



(Adult Link)  
 As an adult, Link can purchase a phony Biggoron Sword from a craftsman in Goron City. The true Sword must be earned through bartering.





## Shields

### Deku Shield

(Young Link)  
Crafted from Deku trees, this is the first form of protection Link will use. It can be purchased at a shop in Kokiri Village. It is not fire-resistant.



### Hylian Shield (Adult Link)

The Hylian Shield will be the shield of choice throughout Link's quest. It can be purchased at most shops or—even better—found in the Kakariko Village Graveyard. While the adult Link can fully appreciate the Hylian Shield, young Link can only hunch over and use it for cover.



### Mirror Shield

(Adult Link)  
Link will uncover the Mirror Shield at the tail end of his quest. This magical shield can reflect light, repel most anything and—best of all—matches his Goron tunic perfectly.



## Tunics

### Kokiri Tunic

Link can't trek through Hyrule in the buff. Both Young and Adult Link will sport the mean green tunic. The Kokiri Tunic has no added qualities—it just looks great with hiking boots.



### Goron Tunic (Adult Link)

The Goron Tunic is perfect for those extra crispy areas. Link won't burn to a crisp when he dons this scarlet red gear. It's heat-resistant and fireproof. It can be purchased for a hefty sum, but Darunia's son will give Link one as a gift.



### Zora Tunic (Adult Link)

Link can't hold his breath forever—not even for Zelda. With the aid of the Zora Tunic, Link can breathe while submerged. Besides the considerable benefit of underwater respiration, the Zora Tunic has no other purpose.



## Boots

### Kokiri Boots

The Kokiri Boots come in two sizes, so Link never has to go barefoot. The preceding boots are used in isolated situations.



### Iron Boots (Adult Link)

You've heard of Iron Masks—well, this is what you wear if you've got ugly feet. Actually, the Iron Boots' added weight will allow Link to sink to new depths in Lake Hylia. He can't run or react as quickly while wearing them. The Iron Boots are found in the Ice Cavern near Zora's Domain.



### Hover Boots (Adult Link)

As the name suggest, these boots will allow Link to walk on air for a brief moment. Don't expect to do the moonwalk in these puppies; they've got no traction. The Hover Boots lie in wait at the Shadow Temple.



## SECONDARY EQUIPMENT

The following items are automatically equipped as you find them. None of them can be unequipped. The age at which Link is affected by each item is shown in parentheses where applicable.

### Deku Seed Bag (Young Link)

Deku Seeds are used as ammunition for the Fairy Slingshot. Link can find a larger bag in the Lost Woods.

### Bomb Bag

The Bomb Bag holds bombs—what a surprise! You'll find the first of these in the Dondongo's Cavern.

### Quiver (Adult Link)

The quiver holds arrows that can be used for the Fairy Bow. Magical shots (Fire, Ice, Light) will deplete your total arrow count as well as normal shots.

### Goron's Bracelet (Young Link)

A gift from King Darunia, Goron's Bracelet will give Link enough strength to lift the Bomb Flowers littered throughout Hyrule.

### Silver Gauntlet (Adult Link)

The Spirit Temple holds this prize. The Silver Gauntlets will give a full-grown Link the added strength to move even larger objects.

### Gold Gauntlet (Adult Link)

Harnessing even more power than the Silver Gauntlets, these magical gloves will give Link the power to lift the most immobile barriers. The Gold Gauntlets wait in a secret location in Ganon's Castle.

### Silver Scale (Young and Adult Link)

A prize for beating the Diving game in Zora's Domain. The Silver Scale gives Link six seconds of diving time. Hold the A button to dive until his time expires.

### Gold Scale

Breaking the record for the largest fish ever caught in Lake Hylia will earn Link the coveted Gold Scale. This item will give Link 12 seconds of dive time.

## SECONDARY WEAPONS

Link will use these weapons to complete his quest. They can be assigned to the C buttons. Much like Link's swords, shields and tunics, use of these items may be prohibited depending upon his age. Any item that cannot be used by Link at his current age will be darkened. Some items cannot be used in conjunction with certain others; for example, you cannot equip Din's Fire to C and Farore's Wind to C.

### Deku Stick (Young Link)

Link can find the Deku Stick by defeating Deku Babas or by purchasing them in Hyrule stores. While Link can use the Deku Stick to strike enemies, its best use is to light torches.



### Bombs

Make new paths and take out enemies with a bang. Link will find bombs throughout Hyrule only after he's attained the Bomb Bag. Link will drop bombs when standing still. When in motion, Link will hurl bombs.



### Boomerang (Young Link)

Who could forget what has been proven in previous games to be one of Link's most valuable weapons? The Boomerang is back and better than ever, thanks to the Z targeting system. The Boomerang can fetch hard-to-reach items. Look inside Lord Jabu-Jabu to get Link's Boomerang.



### Deku Nut

These are like Willow's Magic Acorns. Hitting some enemies with them will freeze them in place. Not all enemies are affected by Deku Nuts. You can purchase Deku Nuts from Deku Shrubs or find them throughout Hyrule.



### Bombchu

The mobile equivalent of bombs. Bombchu can be earned in the Cursed Skullula house or purchased in the Market. These handy-dandy go-everywhere items can crawl up walls.



### Fairy Ocarina (Young Link)

Saria will give Link the Fairy Ocarina as he leaves Kakariko Village. The Fairy Ocarina is not as powerful as the Ocarina of Time.



### Fairy Slingshot (Young Link)

Inside the Great Deku Tree, Link will find the Fairy Slingshot. This long-range weapon will help him reach faraway switches and distance enemies.



### Magic Beans (Young Link)

Ten locations in Hyrule have the properties necessary for Link to plant Magic Beans. Once Link becomes an adult, he can re-visit these areas to find magic beanstalks.



### Ocarina of Time

Princess Zelda will drop the Ocarina of Time into the furrow of Hyrule Castle. Link will have to dive in and pick up the Ocarina. This item will replace the Fairy Ocarina.



### Fairy Bow (Young Link)

The Forest Temple will yield the Fairy Bow. Without this weapon Link will not be able to complete his rigorous quest. The Fairy Bow can be upgraded by picking up Fire, Ice and Light arrows. Magic arrows not only deplete Link's arrow count, but his Magic as well.





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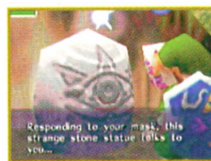




## THE MANY FACES OF LINK

Hyrule Market holds many cool places to visit—but none are as odd as the Mask Shop. Inside, Link can “borrow” a mask from the owner and sell it, then take his commission. The following events can be done relatively early on in your quest. Take the time to do so and you’ll be awarded the Mask of Truth.

The first mask Link will receive is the Keaton Mask. The guard in Kakariko Village blocking Death Mountain will purchase the Keaton mask from Link. Head back to the mask shop to pick up the Skull Mask. The skull kid you find in the Lost Woods will purchase the Skull Mask from you. He won’t give you full price, but sell it anyway. Return again to the Mask Shop for the Spooky Mask. Link’s little friend in Kakariko Graveyard will gladly buy the mask, explaining that it will make him look like Dampé. After returning to the Mask Shop and giving the owner his cut, he’ll give Link a pair of Rabbit ears. You’ll have to look long and hard on the outskirts of Lon Lon Ranch. A man in a toga and sandals jogs in Hyrule Field daily. The only time you’ll be able to speak with him is after sunset when he sits to rest. He’ll bring Link’s Rupee count to its maximum for the Rabbit ears. When you see the Mask Shop owner again, he’ll give Link the Mask of Truth. Equip and wear this mask before speaking to Gossip Stones to hear what they have to say. From this point on, Link can also borrow a Goron Mask, a Zora mask and a Gerudo Mask.



## RESCUING EPONA

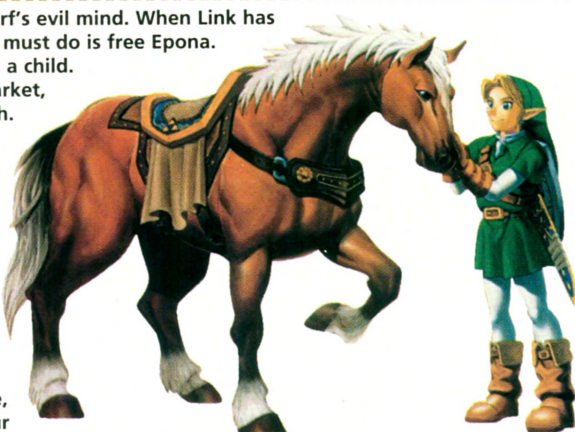


The future is a very dark place. Many things in

Hyrule have gone awry thanks to Ganondorf’s evil mind. When Link has become an adult, one of the first things he must do is free Epona.

Here’s hoping you learned Epona’s Song as a child. Exit the Temple of Time, bolt out of the market, enter Hyrule Field and get to Lon Lon Ranch. Ingo is now the proprietor of Lon Lon Ranch. For a price, he’ll allow you to ride one of his horses. Pay the sum and enter. Play Epona’s Song; she’ll come to Link. Ride her for a bit. Try jumping the obstacles set up throughout the course. When you’ve trained enough, speak with Ingo. He will challenge you to a race. Accept the challenge. It’ll be tough to best him; you’re going to have to take the outside line and beat him on the corners with speed. If you manage to beat him one time, he will up the ante and place Epona as your

prize. Once again, take the outside and beat Ingo with Epona’s incredible speed. Besting Ingo twice will force him to give Link the horse. You’ll need to escape Lon Lon Ranch with Epona (he won’t let you out with your horse). A well-timed jump will send Link and Epona over the ranch gates. Now you can ride Epona through all of Hyrule Field and parts of Hyrule. If you ever lose your horse, play Epona’s Song and she will return to Link.







## GETTING THE BIGGORN SWORD

When you enter Goron City as an Adult, you can purchase a Goron Sword from one of the Goron craftsmen brother. It'll run you 200 Rupees and break after repeated use. The real sword must be earned. Link will have to trade many items to earn the Biggoron Sword. If you don't know the exact location of the next event, check the map on the sub-screen. An orange arrow will point to your next objective. Link won't be able to use teleportation to get from place to place when an item has a time limit. For instance, when Cojiro's owner gives you a Mushroom, you'll have to physically take it to Kakariko Village. If you attempt to use a song to teleport, the timer will expire. Needless to say, Epona will be an important partner in gaining the Biggoron Sword.

A woman in Kakariko Village will hand adult Link a Pocket Egg; it will eventually hatch. Use this egg on Talon after you've beaten Ingo at a race. Return to Kakariko Village and the same woman will give you Cojiro, her brother's special rooster. The woman's brother is in the Lost Woods. Use Cojiro on him; he'll give you a Mushroom to take to the potion shop in Kakariko Village. The strange old woman will hand you the Odd Potion. Cojiro's owner has split from Lost Woods only to be replaced by a small girl. Give her the potion and she'll give Link the Poacher's Saw.

Now head over to Gerudo Valley.

The bridge has been broken. Take

a running leap with Epona

and you'll clear the chasm.

Speak with the man near

the tent and give him the

Poacher's Saw. He will

give you the Broken Goron Sword. A

huge Goron sits atop Death Mountain.

Hand him the Broken Sword. He won't be

able to fix it, but he'll give you a prescrip-

tion. You must take this to King Zora in Zora's Domain. If you

haven't freed King Zora from his magical fire, you'll need to

enter the Ice Cavern to capture a blue flame. Use an empty

bottle to get it.

Now give King Zora the prescription; he will give you an Eyeball

Frog. You must take this frog to the professor in Lake Hylia. The

Prof will give Link the Eye Drops, but you'll have to take them

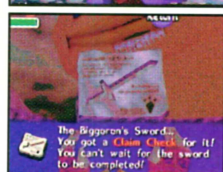
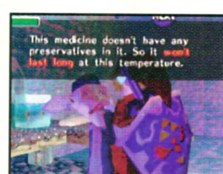
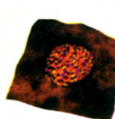
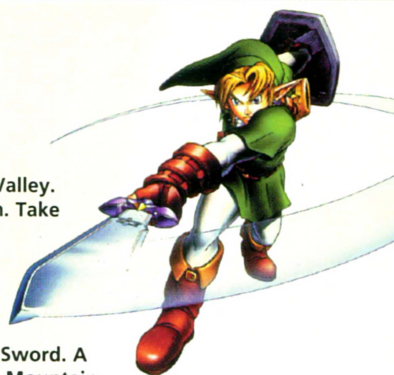
up to the big Goron quickly. After his eyes have been relieved,

he'll hand you a Claim Check. The Biggoron Sword won't be

ready for three days. Use the Sun's Song repeatedly if you

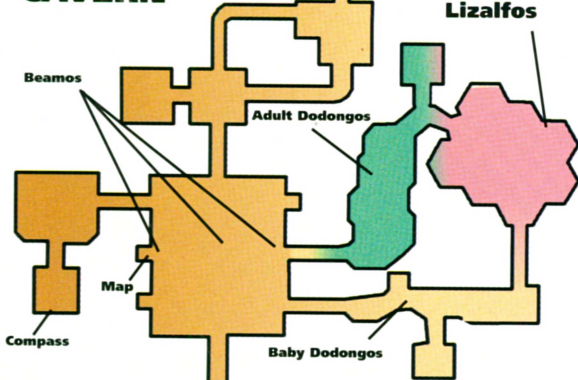
would like to speed up the process. After three days, Link will

be the proud owner of the Biggoron Sword!



## THE DUNGEONS

### DODONGO 1F CAVERN



After receiving the Goron bracelet from the Goron King, proceed to your right after exiting Goron City and you will see a Goron guarding a bomb flower. Pick up the bomb and hurl it below to blow up the large rock that blocks the entrance to Dodongo's cavern. Make your way down the mountain passageway—using your Hylian Shield to avoid the few scattered boulders that roll down the hill—then proceed to enter the cavern in what will be the first real challenge that Link faces. The bridge directly in front of you has a stone pillar that rises from the lava. Wait for it to move to its highest point, then quickly move across the middle pillar, then again to the right. Wait for the stone pillar to rise about halfway out of the lava, then go forward quickly to jump onto it. When the pillar is as high as it's going to go, move forward quickly again to reach the next platform. Quickly go to the stone pillar on the left, then continue to the next platform. Bypass the first stone door and pick up a bomb from the Bomb Flower.

Continue along the platform and use the bomb to destroy the second stone door. You'll find the cavern map in a chest ahead. Return



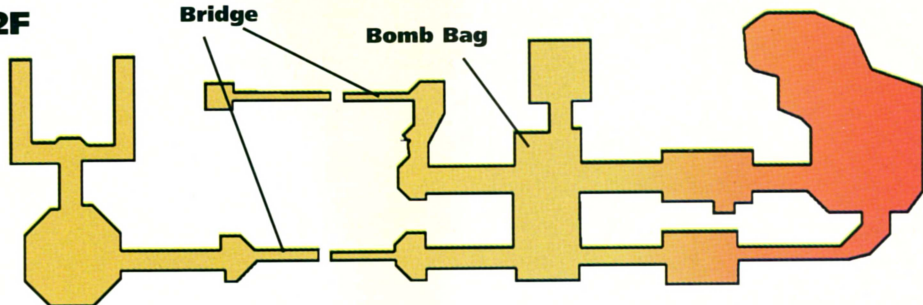


to the platform with the Beamos. Hop across the stone pillar and on to the next area. Pick up a Bomb Flower and destroy the Beamos ahead. Use another Bomb Flower to blow a hole in the wall ahead of the Beamos. Enter the pathway and follow it until you come to a large door, defeating the baby Dodongos along the way. (Remember to stand away from the Dodongos after destroying them to avoid their explosions.)

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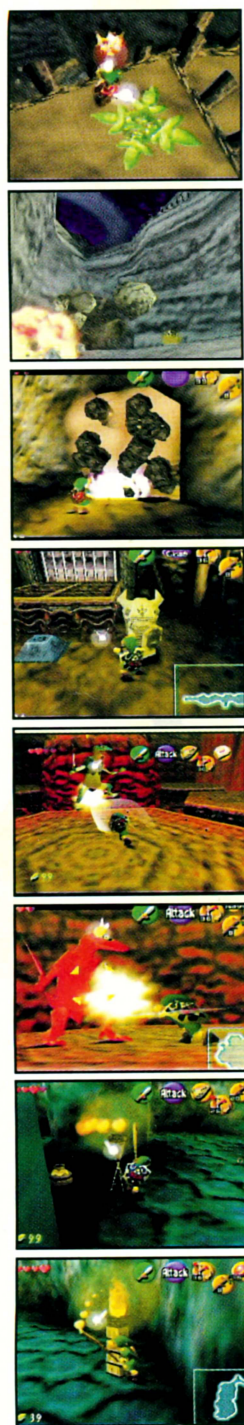
Bridge

Bomb Bag



Grab one of the statues and place it on the blue switch to enable entrance into the large door. Upon entering, there will be two Lizalfos enemies blocking your path. Use the Z targeting system to destroy them swiftly, then enter the next door. Keep moving along the path until you appear in a large cavern with three Dodongos and another locked door. Take a Deku stick and use it to light the remaining torches in the room that have not been lit, then enter the unlocked door. This takes Link back into the main room of the dungeon. Stepping on the floor switch will unlock the door on the other side of the room; entering the stone door to the left will give you access to the Dungeon Map! The wall of stone has numerous Bomb Flowers surrounding it. Placing a bomb in the middle of the four Bomb Flowers on the left side will cause a chain reaction, then open a secret stairway to the second floor of the level. Go up the stairs and enter the door at the top of the room. Go to the other side of the pillar in the middle of the room, move the statue in front of the ladder and climb the ladder. Step on the floor switch to remove the bars from the door, then face the two doors and enter the one on the right. Cross the bridge and enter the next room, carefully avoiding the spiked balls that are spread throughout. Proceed to grab the block below the ladder, then climb it to reach the ladder. Move forward quickly to land on the pillar, then grab the Compass from the treasure chest.

From the top of the ladder, go forward to reach a pillar of fire. Use the slingshot to shoot the eye at the top of the screen. Cross over to enter another path, then enter the large door. Finish off the Lizalfos to remove the bars and enable the next door to be opened. If you have made it this far, your quest only becomes more difficult. Use the slingshot to hit the eye at the top of the fiery door to remove the first set of flames. Turn to your left and shoot the other one at the top of the other door, then proceed through the door that the flames subsided from. Entering the next room will reward you with a Bomb Bag from the treasure chest. Move to the doorway next to the chest where you received the Bomb Bag and step on the floor switch. Go to the right and walk toward the bridge. Make your way toward the edge of any of the holes in the bridge and hurl a bomb in each eye of the large skeleton Dodongo. This will open up the mouth of the Dodongo. Drop down on its head and enter its mouth. Proceed through the hallway, then climb up on a block with various symbols upon it. Continue climbing up the wall and enter the open doorway. A block can be pushed into the lower part of the room; follow it, then move it into the square hole in the middle of the room. Enter the door and place a bomb in the dark section of the room to create a crater in the floor. Dive in and prepare to battle with King Dodongo







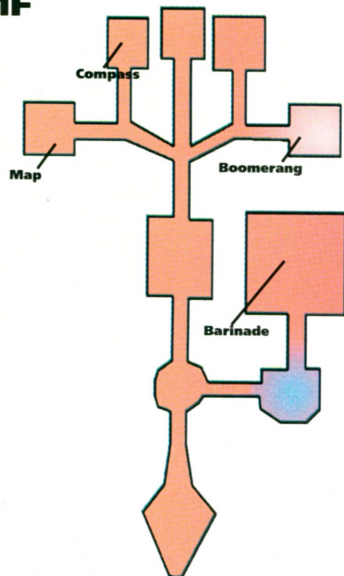
## King Dodongo

Z-Target Dodongo when his mouth opens, then throw a bomb inside of him. He will appear to be stunned; now is your chance to slash him with your sword! After hitting him once with your sword, run away from the large Dragon King and turn two corners. He will spin past one corner but run into the second. Follow the same pattern three more times and you will be awarded with the Spiritual Stone of Fire.



## INSIDE LORD JABU-JABU'S BELLY

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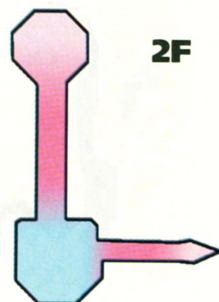


After using the fish to open up Lord Jabu-Jabu, use the slingshot to target the yellow switch on the ceiling to unlock the large red door at the end of the hallway. Walk along the left side of the wall and enter the next room, then fall into the first red hole on the right side. Talk to Princess Ruto a couple of times, then grab her and take her on your merry way! Enter the door directly behind you, following the passageway until you come to a room with a body of water and a white switch directly in the middle. Throw Ruto onto the ledge, then step on the white switch. The water will rise from the floor, allowing you to cross to the other side.

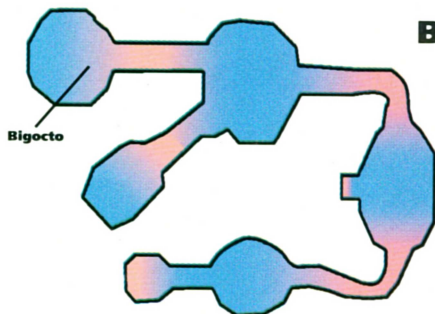
Use your slingshot to hit the yellow switch on the ceiling in the next room to proceed. Jump on the spiked platform and enter the first door to your right upon reaching the top. Cross the room and enter the door. Proceed carefully while walking on the right side of the wall. Activate the white floor switch, then advance to the next door. Finish off the four Stingers in the room by using a swift fling attack with your sword. A treasure chest will appear and you will be given the Boomerang! Exit the room and veer towards the left side of the hallway until you come across a white switch. Place Ruto atop the switch, enter the room with the tentacle and slash it a few times with your sword. A treasure chest will appear afterwards containing the Dungeon Map! Exit the room and take the first left, destroying all the bubbles to earn the Compass which will appear in the treasure chest if you defeat them in less than 40 seconds.

You now have taken apart one of the tentacles that was blocking the other rooms. Take the second left after passing through the hallway from which you earned the Compass and destroy the Parasitic Tentacle. Pick up Princess Ruto once again and head down the long hallway. Drop below into the second hole from the left and enter the room near you upon landing. The Spiritual

Stone is on the middle pillar. Throw Princess Ruto atop the pillar so she can grab it! Suddenly, the pillar will begin to move and the mini-boss octopus Bigocto will appear. Bigocto can be tricky if you are not careful. You can either sacrifice some of your life force to get a clear shot, or you can take your chances using the boomerang repeatedly until Bigocto's butt is facing you! You will need to use your sword to hit the green spot on his behind. When Bigocto begins spinning, use your boomerang to freeze him; hopefully you will get a clear shot of the green mark on his "dupa"! If not, you will have to keep freezing him with the boomerang and hope for the best...or run directly into him to thwart him the other way. After defeating Bigocto, walk onto the platform in the middle of the room to be taken up. Enter the door and stun the red

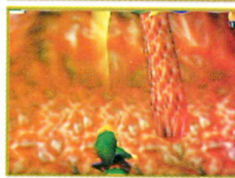
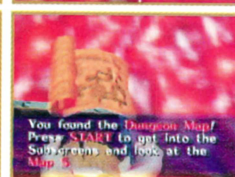


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B

platforms with the Boomerang to make it to the next room. Walk to the platform that lowers you to the second level of the dungeon, grab one of the two boxes and jump on the blue floor switch, then drop the box on the switch to keep the door open. Grab the Gold Skulltula climbing the wall on the outside before you enter this room. Proceed into the room and climb the vines on the far right corner—taking out the two Gold Skulltulas—then Z-target the gooey yellow switch at the top of ceiling and smash it with your boomerang.







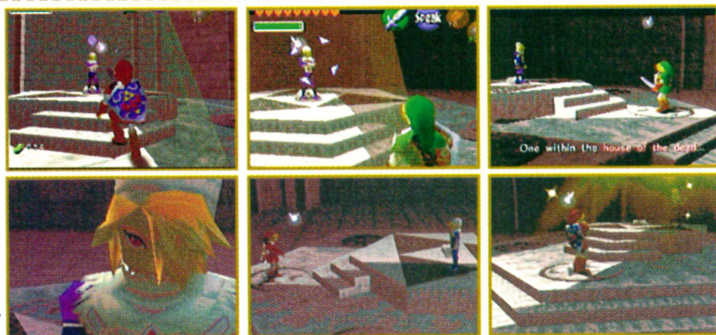
## Barinade (Bio-Electric Anemone)

Luckily, there are many flower pots in the dungeon that contain hearts for replenishing your life. Z-target the pods that are unleashing the Biris, then target Barinade's body when they are finished. Stab him with your sword and repeat. If Barinade begins to rotate around the dungeon, target the pods and eliminate them, then target Barinade's torso, stunning it with the boomerang, then slashing it with your sword. After defeating Barinade, you will receive Zora's Sapphire, the third and final Spiritual Stone.

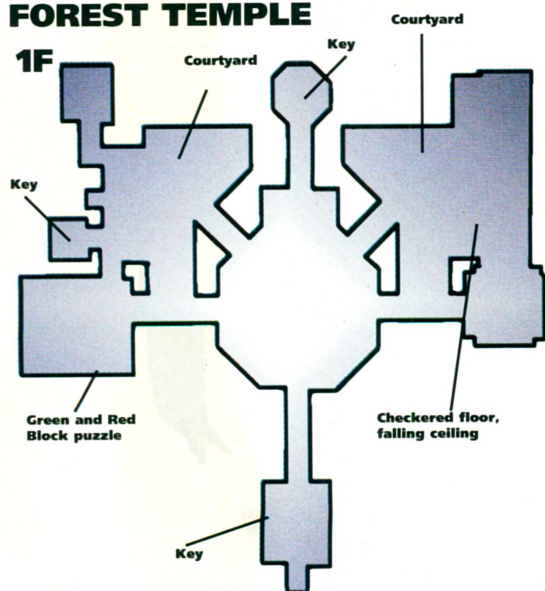


## TO HYRULE CASTLE

Return to Hyrule Castle after defeating the Barinade. Watch as the story continues. After you've rescued the Ocarina of Time from the drink, enter the Temple of Time and play the Song of Time. The Master Sword Chamber will open. Pick up the Master Sword to travel seven years into the future. The first sage, Rauru, will tell Link of what's happened within the last seven years and give him his first Medallion. After exiting the Temple of Time, head for Kakariko Village. Enter the Graveyard. Dampé's gravestone can be moved; it's the one nearest to the Magic Stalk. Inside you'll race Dampé. After the race, he'll give Link the Hookshot. Head for Lon Lon Ranch to save Epona. After you've released Epona, travel to Kokiri Village. Enter the lost woods. Play Saria's Song for the Kokiri blocking your path; he'll move once you've proven your worth. Inside the Sacred Meadow, Link will battle enormous Moblins. Use the Hookshot or bombs against these pests. At the end of the Meadow, Link will be greeted again by Sheik.



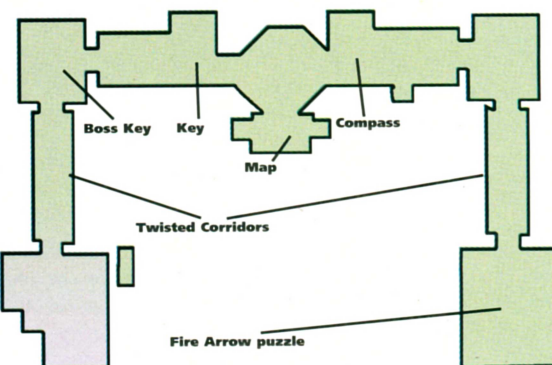
## FOREST TEMPLE



Use the Hookshot and target the bottom of the branch of the tree. This will carry Link up to the ledge that's too high to reach. Go through the opening to enter the Forest Temple. After using the Hookshot to reach the platform, enter the door ahead. Two Wolfos will impede your progress; deal with them. After these pests are done with, climb the vines. Hop from branch to branch to reach a small treasure chest with a key inside. Enter the Forest Temple. From the main hall, enter the door directly ahead of the temple entrance. Defeat two Stalfos to earn another key. Exit the Stalfos room and turn right. A block bearing the Temple of Time blocks your path. Play the Song of Time to make the block vanish. The courtyard is home to an Octorok, a Jabu Baba and some Skulltulas. Climb the vines on the right wall—but watch out for the skulltulas, they bite. Open the door inside the cove. Defeat the Bubble inside the room to gain the temple map. Enter the next door. You'll find yourself in the second courtyard. Work your way to the other balcony in this area. Step on the switch to lower the water level in the well. Hop into the well; at the end, a small chest holds another key. Climbing this end of the well leads you back to the first courtyard. Return to the main hall of the temple. Enter the door to the left of the Forest Temple entrance. Avoid the Bubble in the next room and head directly for the set of ladders. Yellow arrows on the floor mark the path where you must move a green colored block. Pull the block out 10 slides, face the only other side of the block and push it 12 paces, now walk through and around the hole where the block

was and push the block 6 more paces until it slips into place. After you've placed the green block in its cove, you must repeat this puzzle with a red colored block. Climb a ladder behind the green block's original position and walk around until you spot the red block. Push this block 12 paces forward. Climb back down the ladder, head for the green block and use it to climb to a higher ledge. The red block should be directly to Link's right. Pushing the block 10 paces forward will make it touch the wall. Complete the puzzle as we've illustrated.

Swing around the right corner, climbing the ladder. Kill the two Bubbles and enter the locked door. Try not to hurl as you walk through the winding corridor! The room beyond the corridor hides Wall Masters. These little buggers will attempt to snatch Link from above, teleporting him outside the temple. Be quick—hop from the central platform to the next and unlock the door. Follow the stairs leading to the next door. Inside a cylindrical room, Link will need to kill three Stalfos...er, again. Destroying the first will cause a platform to descend from above. Defeating the two remaining Stalfos will produce a treasure chest with the Fairy Bow inside. Now that you have the Fairy Bow, you can take out the ghost that's hiding in the stairs of the previous room. Shoot an arrow into each painting of the ghost, Joelle. Doing so will force her to show herself. Go





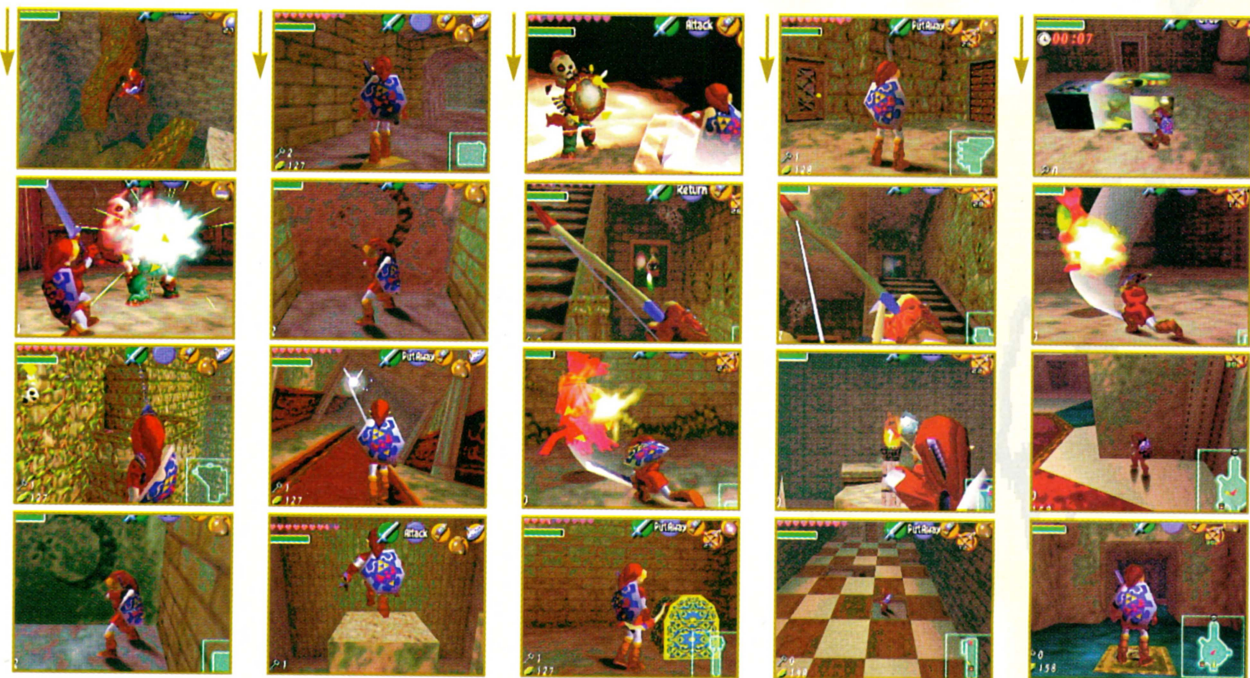
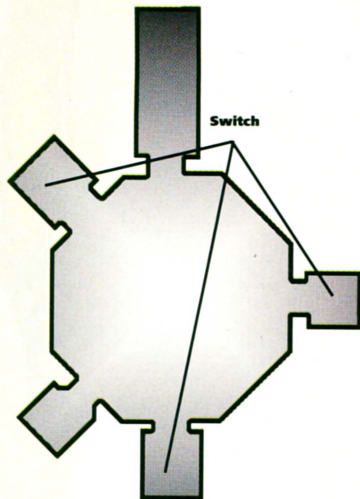


downstairs to the room just before the Fairy Bow room. To defeat Joelle you must attack her when she is visible. Two or three hopping slashes with the Biggoron Sword will do her in. She will give Link a small key.

Now return to the room with the silver eye-switch. Shoot an arrow at the sealed eye; the twist corridor will be straightened. Enter the room with the Wall Master, collect the Boss Key and jump in the hole. Defeat two Bubbles in the room and enter the next door. Defeat a Deku Baba in the courtyard.

There are two doors after the Baba. Enter the one to the right. Defeat the Wall Master to earn a small key. Exit this room and use the door to the right to return to the silver eye-switch room. Shoot the switch again. The corridor is now twisty again. Enter the Fairy Bow room and proceed to the next room. This area looks almost identical to the area where you fought Joelle. Repeat the puzzle (shoot three pictures, then slash the ghost when she becomes visible) to defeat Joelle's sister, Beth. She will leave Link with the temple Compass. Go up the two sets of stairs and enter the locked door. Climb up the ladder to the right in the M.C. Escher-inspired room (watch out for Wall Masters). Defeat two green Bubbles in the next corridor and enter the locked door. Jump on one of the rotating platforms. To unlock this switch, you will need to shoot an arrow through the fire and on to the frozen switch. Exit the room; the corridor will be twisted. Walk back to last room with the Wall Masters and jump into the hole in the floor.

The next area is a long checkered corridor with a falling ceiling. You'll have to go from opening to opening as the ceiling falls. Watch out for the Skulltulas. Be sure to step on the yellow switch to open the door ahead. Fire an arrow into Amy's painting to begin the next puzzle. Link will be given one minute to recreate the painting using the blocks which fall from above. When you've completed this puzzle, you'll have to fight Amy just like you did her sisters. Entering the next door will lead you to the main hall. Here Link will battle the last Poe, Meg. She won't be as easy as her sisters. Meg will split into four ghosts. Navi will be a big help here; she will find the real ghost. Meg spins around; use your Fairy Bow to nail her. Repeat this pattern five times. After you've given Meg her walking papers, an elevator will appear. Hop on. The next room is your last puzzle before the boss. Facing the boss chamber, push the large block to Link's left counter-clockwise once. Step on the switch. Exit the room and push the block to your right one more time counter-clockwise; the block should be blocking the boss chamber before you move it. Step on the next switch. Now exit the switch room and push the block to Link's right twice counter-clockwise. Step on the switch. The boss chamber should now be accessible.



## Evil Spirit from Beyond: Phantom Ganon

Phantom Ganon is the first boss that may give you some trouble.

Hopefully you had enough foresight to pick up the Biggoron Sword; it'll make your job a lot easier. Phantom Ganon begins his attack by riding horseback out of the paintings in this circular room. One of the two horsemen is a mirage. You'll have to be quick and use your Fairy Bow to deal with this menace. After three shots from your Fairy Bow, Ganon will fight without his horse. The ghost will float around and fire magical bolts at Link. Repel the shots with your sword until you've made contact. When the phantom hunches over from his own magic, use the powerful hopping slash to hit him hard. Phantom Ganon will once again fly around. Repel his magical shot until it makes another successful hit. Quickly rush to Ganon and perform two consecutive hopping slashes. He should be done for. Collect the Heart Container and walk towards the light.



Looks like we're out of room once more! Be sure to check in next month as we attempt to bring our *Legend of Zelda: Ocarina of Time* strategy guide to its thrilling conclusion!



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**Have You Seen Crash?**

As *Crash Bandicoot: Warped* TV commercials bombarded us here in the U.S. this past Winter (what's up with the guy's head sticking out of Crash's teeth?), Japan also got its share of wacky TV spots featuring our favorite orange guy. In one of these commercials, Crash is portrayed as a mysterious creature like Bigfoot or the Loch Ness Monster. Let's take a look:



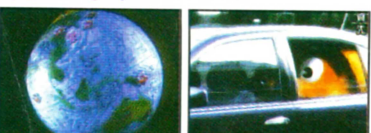
It starts with a report that a half-eaten apple core has been discovered in the streets of Cairo, Egypt. A scientist claims that the bite marks are nothing like those of any human or animal he's ever seen!



A diver in Liverpool, England claims to have seen Crash and points him out in an animal encyclopedia. He proceeds to demonstrate Crash's swimming pattern to an intrigued British journalist.



A studio re-enactment demonstrates claims by a Chinese woman in rural Beijing that she tried to capture Crash but instead ended up grabbing a piece of his fur.



Crash has been spotted all over the world. He's truly an international man of mystery!

# 日本 JAPAN REPORT!

by Anatole Brown

## PocketStation: Anytime, Anywhere



The PocketStation uses a small lithium battery. There's also a small laser on the top that allows you to connect to other units without a link cable!



▲ Two colors are available: white and clear.

We first introduced Sony's palm-sized device to you back in last May's installment of *Japan Report*. Since then, the unit has been named PocketStation and several games have been introduced. The PocketStation finally became available in Japan on

January 23rd,

although Sony was aiming for a pre-Christmas release. A U.S. release may occur sometime in the Spring. It can function as a normal memory card, but more importantly, you can download tons

of mini-games into the device from various PlayStation games. That way, you can take your favorite PlayStation character anywhere you go! So what games can you play on it, you ask? Here's a look at some of the titles:

**Crash Bandicoot: Warped**

**Street Fighter Alpha 3**



**Theme Aquarium**

**Monster Rancher 2**

**Final Fantasy VIII**



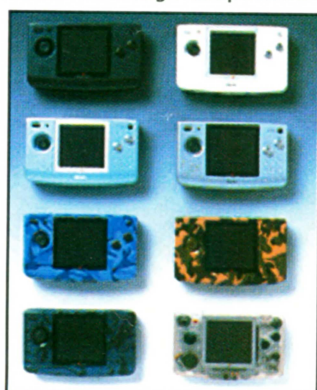
## Neo-Geo Pocket Gets Best Design Award



The nifty Neo-Geo Pocket, which we featured in *Cool Zone* back in October '98, was given the Best Design Award for 1998 at the annual Japan

Mechanical Design Competition. Its hip design and wide-spread

appeal made this little machine an obvious choice among voters. The Neo-Geo Pocket comes in eight different colors: Carbon Black, Platinum White, Platinum Blue, Platinum Silver, Maple Blue, Camouflage Brown, Camouflage Blue and Crystal White. The available games are mostly SNK games like *King of Fighters R-1*, but Midway has also signed on with news that *Mortal Kombat* and *NFL Blitz* should be on the way! An announcement for a U.S. release should be coming shortly, so hang in there!



There are so many colors to choose from! Carbon Black is the most popular and hardest to get.



▲ *King of Fighters R-1* plays nicely, especially with the excellent rotating D-pad. A lot of SNK sports titles are also available, like *Pocket Tennis*. The cartridges are just a bit wider than Game Boy cartridges.



It uses AAA batteries and one lithium battery to store date and time information.



A color version of Neo-Geo Pocket was shown at the Tokyo Game Show. Will it ever be available to the public? We'll wait and see.



When you're not playing a game, the device works as a personal notebook with calendar, horoscope and all! Cool!



That's right, it connects to the Dreamcast! It will somehow work with *King of Fighters* for the Dreamcast when it becomes available.



# BACK ISSUES

1996

**March - Samurai Shodown III:** Revolution X, Earthworm Jim 2, Loaded, Virtua Cop, Virtua Fighter 2

**April - Ultimate Mortal Kombat 3:** Final Fight 3, Ridge Racer Revolution, Spot Goes to Hollywood, Battle Arena Toshinden 2, Skeleton Warriors

**May - Killer Instinct 2:** Agile Warrior F-111X, Alpine Racer, Night Warriors, Donkey Kong Country 2, Darius Gaiden, Pocahontas, Assault Rigs, Johnny Bazzokatone

**June - Area 51:** Soul Edge, Panzer Dragoon Zwei, Fighting Vipers, Alien Trilogy, Baku Baku Animal, Dungeons & Dragons: Shadow Over Mystara

**July - Street Fighter Alpha 2:** Guardian Heroes, Super Mario RPG, Resident Evil, Kirby's Block Ball

**August - Special Arcade Issue:** Manx TT Superbike, Street Fighter Alpha 2, Metal Slug, Soul Edge, Sonic the Fighters, Area 51, International Track & Field, Golden Axe: The Duel, X-Perts

**October - NIGHTS,** Super Mario 64 (part 1), Tekken 2

**November - Star Gladiator:** Super Mario 64 (part 2), Super Puzzle Fighter II Turbo, Ninja Master's

**December - The King of Fighters '96:** Super Mario 64 (part 3), Star Gladiator, WipeOut XL, Virtua Fighter Kids

1997

**January - X-Men vs. Street Fighter:** Tomb Raider, Wave Race 64, Kizuna Encounter

**February - Virtua Fighter 3:** Sonic 3D Blast, Persona

**March - Mario Kart 64:** Virtua Cop 2, K-1: The Arena Fighters, Virtua Fighter 2, Samurai Shodown IV—Plus FREE Mario Kart 64 Pinups

**April - Turok: Dinosaur Hunter (part 1):** Spider, Norse by Norsewest, Crime Wave, Crypt Killer, Rabbit Punch—Plus FREE Soul Blade Pinup

**May - Real Bout: Fatal Fury Special:** Killer Instinct Gold, Turok: Dinosaur Hunter (part 2), Die Hard Arcade, Vandal Hearts—Plus FREE Mortal Kombat Trilogy Tips Poster

**June - Street Fighter III:** Rage Racer, Fighters Megamix, Blast Corps, San Francisco Rush, Rampage World Tour—Plus FREE Rampage World Tour Pinup

**July - Tekken 3:** Super GT, Broken Helix, War Gods—Plus FREE Kerri Hoskins War Gods Pinup

**August SOLD OUT! House of the Dead:** Star Fox 64, Ace Combat 2, Vampire Savior—Plus FREE House of the Dead Pinup

**October - Castlevania Symphony of the Night:** Time Crisis, Felony 11-79,

Multi Racing Championship, Oddworld: Abe's Oddysey, Ghost in the Shell, Tekken 3 (part 2), IQ: Intelligent Qube—Plus FREE Removable Marvel Super Heroes and Twisted Metal 2 CD Jackets

**December - Diddy Kong Racing:** MDK, GoldenEye 007, Croc, Duke Nukem 64, Vs., Fighting Force (part 2), The King of Fighters '97, Mortal Kombat Mythologies: Sub-Zero, Resident Evil Director's Cut Game Shark codes, Resident Evil 2 Demo Disc Game Shark codes

1998

**February - Bloody Roar:** NFL Blitz, Ray Tracers, One, Sonic R, Auto Destruct, Steep Slope Sliders, Monster Rancher, Tomb Raider II (part 2)—Plus FREE Sonic R Pinup

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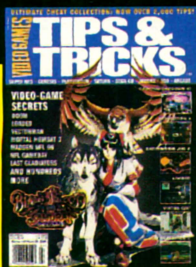
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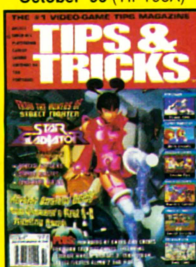
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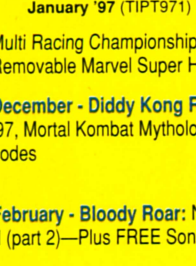
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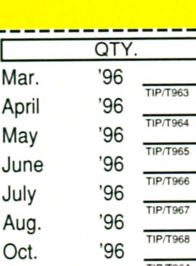
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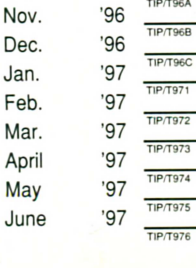
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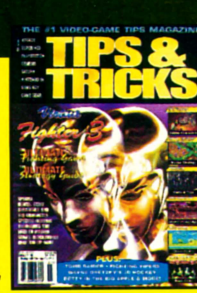
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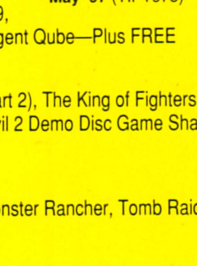
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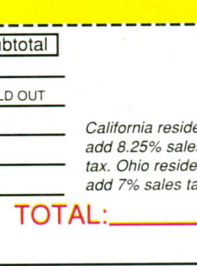
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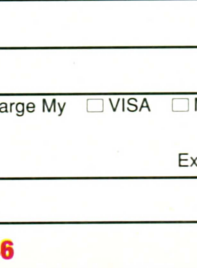
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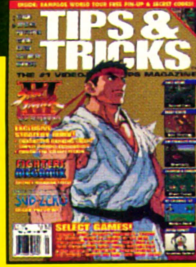
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October '97 (TIPT97A)



December '97 (TIPT97C)



February '98 (TIPT982)





# COOL ZONE

Ira Ira Bou!

We feel so loved, what with Valentine's Day approaching and all. We feel even more loved when we get goodies so make you, the reader, drool with delight, then trip over your own two feet while running down to the local toy store to get your own! This month's high point has to be McFarlane Toys' super-detailed Metal Gear Solid action figure line! Check it out, bay-bee!

"Devil Man, Devil Man!"

Made of multi-colored transparent plastic, this 5" tall Devilman statue is da bomb! Anatole picked one up during his stay in Tokyo last October. The Devilman character has been a staple in Japan's anime scene for many, many years. Check your local import shops; you might be able to track one down!



Here's a stuffed Nekobus from the animated movie My Neighbor, Totoro. This was yet another amazing import-only item which Anatole snagged on his trip to Tokyo. Not to get all "wussy" on you, but this has to be one of the cutest things we've seen in months!



Whoa! Sometimes we just never know what's gonna land on our desks in the morning! Take these nutty little key chain games, for instance; they're based on a super popular game show in Japan. Forget Wheel of Fortune, man! Ira Ira Bou (translates to "Irritating Stick") is a riot! The show features a huge, maze-like contraption made of metal. Contestants attempt to guide a metal rod through complex structures for a chance to win ¥1,000,000 (roughly \$100,000, U.S. currency.) If a contestant screws up and touches any part of the maze whatsoever, sparks fly and they get "shocked"! This game show concept is entirely insane and we'd kill to see it come to the U.S. These official Ira Ira Bou mini-key-chain games by Takara are scaled-down, battery-operated versions of actual maze segments from the television show, giving people an opportunity to play along at home or on the go! If this sounds like fun (and believe us, it is), we recommend you check all local import shops in your area until you find one of these; it's worth the effort. In the meantime, check out Jason's strategy guide for Irritating Stick for the PlayStation next issue; it's a new game from Jaleco that's based on this wacky new TV craze!



**Solid Snake** 6 1/4"

Comes with SOCOM pistol with laser sight and removable silencer, bull pump rifle, shoulder fired Stinger missile launcher with missile, night vision goggles, gas mask and C-4 explosive charge.



**Liquid Snake** 6 1/4"

Comes with SOCOM pistol, bull pump rifle, night vision goggles and base.



**Meryl Silverburgh** 6 1/4"

Comes with riot bull pump rifle, C-4 explosive charge, stealth knife with scabbard and base.



**Revolver Ocelot** 6 1/4"

Comes with riot bull pump rifle, C-4 explosive charge, stealth knife with scabbard and base.

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ACTION FIGURES!

Last year, the creator of the Metal Gear series of games by Konami, Hideo Kojima, stated that the only way he would approve of a Metal Gear Solid action figure line was if they were produced by McFarlane Toys. Apparently, Mr. Kojima believes in going top-quality, all the way. Highly detailed with tender loving care, these MGS figures will have kids of all ages beating each other down in aisle seven just to get one, come February (we recommend using stealth tactics while moving through the toy department!) The manufacturer's suggested retail price for each figure is a ridiculously-low \$5.99, so you'd better get your butt in (ahem) gear and grab some before they're all gone!





## Cool Zone!

The KISS Army marches on, thanks to McFarlane Toys! Each of these new figures comes with its own personalized, chrome-plated stand. Hey, we bet the new version of Peter Criss will sell a heck of a lot better than the previous ones have; he's got a cool 5-piece drum set! Available in February.



Every kid on the planet has had a strange, insatiable fascination with poop at one time or another. Now they can have their very own poop toys! Unchi-Chi means "poop" in Japanese. Holy...! These little rubber poop characters are import only.



These little glow-in-the-dark buttons from the Fall '98 Tokyo Game Show in Japan are mildly amusing. For a laugh, we turned out the lights in the main office and threw them at Tyrone.

Densha De Go! and Beat Mania: Two import PlayStation games we just can't get enough of! The awesome special controllers—the train control box and the "DJ-style" control deck—make these two great games even better! We wish Taito and Konami would release these two wonderfully innovative games here in America. Saddam is more likely to record a music video for MTV, though, I'm afraid.



Representatives at Access Communications—Sega's P.R. firm—were kind enough to send Jim and Tyrone killer Dreamcast watches. Each watch came in a snazzy aluminum canister. Thanks, Access and Sega! You guys rock!



Look! A funny little kitty key chain! Wheee!! Import only.



989 Studios sent us this top-shelf, stainless steel Twisted Metal III ice cream scoop. Ol' Sweet Tooth would be proud! All together, now: "Aw-wwwww..."



**Sniper Wolf** 6 1/4"  
Comes with sniper rifle, base and wolf accessory (not shown).



**Psycho Mantis** 6 1/4"  
Comes with urn, gas mask, energy ball and bust on pedestal.



**Vulcan Raven** 7 1/4"  
Comes with 20mm Gatling gun, backpack with ammo belt and base.



**Ninja** 6 1/4"  
Comes with two interchangeable arms (one normal arm, one rifle arm), two interchangeable heads (one with helmet open and one closed) and tube connecting sword to backpack.

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